



BRADYGAMES®
OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®



COVERS NINTENDO DSTM

BASED ON A GAME
EVERYONE 10+
RATED BY THE
ESRB

SQUARE ENIX™

Written by Doug Walsh
and Michael Owen



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Dragon Quest IV: Chapters of the Chosen

is a remake of one of the world's most beloved role-playing games. Originally released as *Dragon Warrior IV* in 1992 for the NES console, the game quickly became a fan-favorite. Although the game was originally remade in 2001 for the Japanese PlayStation, this third edition, exclusive to the Nintendo DS, is certain to be an instant hit with veterans of the series and newcomers alike. Unlike the other games in the *Dragon Quest* series, this installment divides the game into five distinct chapters, hence the subtitle *Chapters of the Chosen*. The first four chapters focus on separate characters and their own individual quests and background stories. Each chapter begins and ends like a completely separate game and that's where the beauty of the game lies. The fifth chapter not only focuses on the true hero of the story, but also reintroduces the characters from the four earlier chapters.

Use this strategy guide to get the most out of the game by learning all of the intricacies it has to offer. This book describes how to discover every hidden item, defeat every boss with proven strategies, decide where to go and with which characters, and how to complete the complex Hoffman's Place side-quest. We at BradyGames have worked tirelessly to pack this book full with every map, tip, and piece of information we think you'll need to get the most out of this game and we hope you enjoy it!

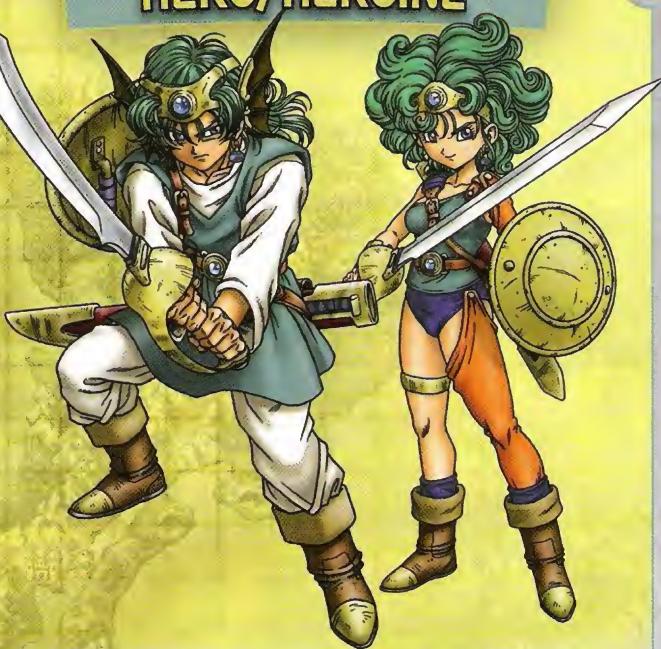


Characters

The following characters come under the control of the player and fulfill a major role in the game. They gain experience by fighting monsters and subsequently leveling up. They gain increasingly powerful pieces of equipment throughout the game as well. Many characters can successfully learn valuable magic spells, too! How you assemble your party and which characters you bring along is your choice.

HERO/HEROINE

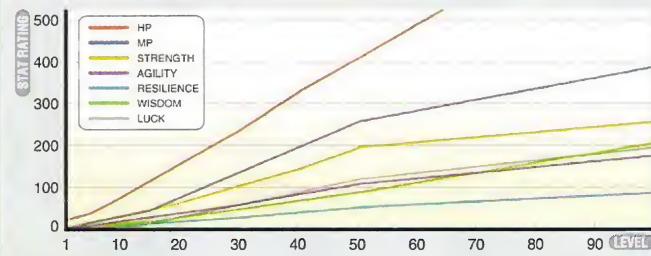
HERO/HEROINE



The hero is but a teenager living in a tiny secluded hamlet deep in the mountains. He lives there with his mother and father, a good friend, and several other adults who help train him in combat. There is a feeling that the hero's life is leading to something big, but nothing is clear. In fact, many of the villagers who he considers to be his friends are keeping a very important secret from him.

Initial Stats

ATTRIBUTE	RATING	ATTRIBUTE	RATING	ATTRIBUTE	RATING
Level	1	Agility	5	Attack	19
HP	25	Resilience	2	Defence	8
MP	5	Wisdom	6		
Strength	7	Luck	4		



The hero is a balanced combatant who excels in physical combat and the arcane. Although MP, strength, and most other attributes begin to level off after Level 50, the hero's wisdom rating increases even faster at advanced levels.

Initial Equipment

CATEGORY	EQUIPMENT	CATEGORY	EQUIPMENT	CATEGORY	EQUIPMENT
Weapon	Copper sword	Shield	--	Accessory	--
Armour	Plain clothes	Helm	Leather hat		



OCCUPATION: Hero

GENDER: Male or female

Learned Magic

LEVEL	SPELL	FIELD/BATTLE	DESCRIPTION
1	Poof	Battle	Makes a group of enemies vanish in a flash of light.
2	Heal	Field & Battle	Restores at least 30 HP to a single ally.
3	Frizz	Battle	Singes a single enemy with a small fireball.
5	Midheal	Field & Battle	Restores at least 75 HP to a single ally.
7	Zoom	Field	Allows you to return instantly to certain places you have visited before.
9	Sizz	Battle	Singes a group of enemies with a blazing fire.
11	Holy Protection	Field	Generates a holy aura that keeps weaker monsters away.
13	Evac	Field	Allows you to exit instantly from dungeons, caves, and towers.
15	Kasnooze	Battle	Puts a single enemy to sleep...most of the time.
17	Doodle-Doo	Battle	Cures all party members of the effects of sleep.
19	Snub	Battle	Envelops an ally in a magic-neutralizing mist.
21	Kaclang	Battle	Turns the party to steel.
23	Boom	Battle	Engulfs all enemies in a large explosion.
25	Zap	Battle	Calls down thunderbolts on a single enemy.
27	Fullheal	Field & Battle	Restores all HP to a single ally.
28	Zing	Field & Battle	Resurrects a fallen ally with half HP restored.
32	Omniheal	Field & Battle	Restores all HP to all party members.
34	Kazap	Battle	Calls down powerful thunderbolts on all enemies.
37	Kazapple	Battle	Draws on the party's combined power to zap a single enemy.
39	Hocus Pocus	Battle	Take a chance with Lady Luck! Only she knows what will happen.
50	Gigasword	Battle	Imbues a sword with holy lightning to slice a single enemy.

HERO'S AND HEROINE'S EQUIPMENT

The male and female hero can handle each of the following pieces of equipment.

Weapons

NAME	DEF	SPECIAL
Cypress stick	+2	--
Oaken club	+7	--
Copper sword	+12	--
Divine dagger	+14	--
Hunter's bow	+18	--
Chain sickle	+20	--
Iron spear	+28	--
Steel broadsword	+40	--
Cautery sword	+45	Can also be used as a tool during battle.
Battle-axe	+50	--
Dream blade	+60	This sword may send its target to sleep from time to time.
Falcon blade	+67	This lightning-fast sword can strike twice in a single turn.
Hela's hammer	+70	Hard to aim, but this hammer really hurts when it connects.
Icicle dirk	+75	Can also be used as a tool during battle.
Dragonsbane	+90	This blade inflicts increased damage on dragons.
Double-edged sword	+99	Watch out! There's more to this sword than meets the eye. It is cursed.

NAME	DEF	SPECIAL
Miracle sword	+100	Replenishes its bearer's HP with each attack... miraculously!
Zenithian Sword	+65-110	A legendary weapon and a useful tool during battle, too.
Liquid metal sword	+130	Inflicts greater-than-average damage on metal monsters.

Armor

NAME	DEF	SPECIAL
Plain clothes	+4	--
Wayfarer's clothes	+7	--
Silk robe	+10	--
Leather armour	+12	--
Leather dress (heroine only)	+14	--
Chain mail	+18	--
Fur coat	+22	--
Bronze armour	+25	--
Iron armour	+30	--
Full plate armour	+35	--
Pink leotard (heroine only)	+38	--
Dragon mail	+45	This armour will reduce damage caused by fire- and ice-based attacks.
Magical skirt (heroine only)	+45	This clothing will help to reduce damage caused by magic.
Zombie mail	+49	Watch out! There's more to this armour than meets the eye.
Spiked armour	+50	This armour may hold a spiky surprise for the unwary attacker.
Shimmering dress (heroine only)	+50	This diaphanous dress may reflect magic back at the caster.
Hela's armour	+60	Watch out! There's more to this armour than meets the eye.
Angel leotard (heroine only)	+60	Reduces damage from fire- and ice-based magic attacks.
Zenithian Armour	+70	This armour will help to reduce damage caused by magic.
Liquid metal armour	+95	This armour will help to reduce damage caused by magic.

Shields

NAME	DEF	SPECIAL
Leather shield	+4	--
Scale shield	+7	--
Iron shield	+12	This shield can reduce damage from fire- and ice-based attacks.
Dragon shield	+30	This shield can reduce damage from fire- and ice-based attacks.
Power shield	+40	Can also be used as a tool during battle.
Mirror shield	+45	This shiny shield reflects damage back at the caster.
Tempest shield	+50	Can also be used as a tool during battle.
Zenithian Shield	+55	Can also be used as a tool during battle.



Helms

NAME	DEF	SPECIAL
Leather hat	+2	--
Hardwood headwear	+6	--
Golden tiara (heroine only)	+12	This precious tiara protects against Fuddle.
Iron helmet	+16	--
Iron mask	+25	--
Zenithian Helm	+30	This helm protects against Snooze, Fuddle, and paralysis.
Liquid metal helm	+50	This helm protects against Snooze, Fuddle, and paralysis.
Death mask	+200	Watch out! There's more to this mask than meets the eye.

Accessories

NAME	IMPACT	SPECIAL
Gold bracer	DEF +5	--
Kamikazee bracer	DEF +15	Rousing wristwear that may just save the day in time of need!
Kerplunk bracer	DEF +15	Rousing wristwear that may just save the day in time of need.
Mighty armlet	STR +25	--
Meteorite bracer	AGI x2	--
Prayer ring	DEF +5	This religious ring recovers some MP whenever it's used.
Recovery ring	DEF +15	Restore some of wearer's HP with every step.
Strength ring	STR +8	--
Goddess ring	WIS +33	Recover some of the wearer's MP with each and every step.
Fishnet stockings (heroine only)	DEF +8	--
Gospel ring	LCK +50	Wards off monsters.
Ruby of protection	DEF +15	--
Mercury's bandana	AGI +15	--
Lucida shard	LCK +5	Can also be used as a tool during battle.
Bunny tail	LCK +8	--
Elevating shoes	LCK +50	Enhances experience with every step.

RAGNAR MCRYAN

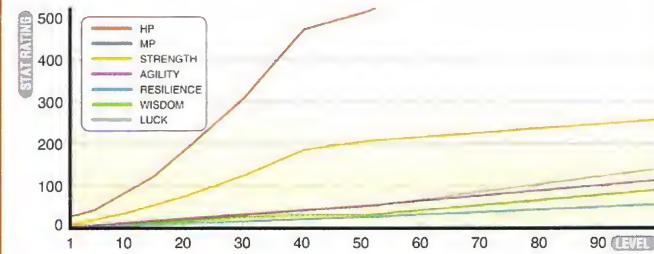


RAGNAR MC
RYAN

Ragnar is a highly respected palace guard who swears his sword—and his life—to the protection of King Burnard and the good people of Burland. The folks from Ragnar's region speak with a thick brogue that can be downright difficult to understand for travelers. Ragnar makes things simple by letting his sword do most of his talking. He is a powerful combatant whose lack of magical knowledge is offset by his ability to equip many of the most powerful weapons and armour in the land. Ragnar should be a fixture in any raiding party and is best kept as far from the sidelines as possible.

Initial Stats

ATTRIBUTE	RATING	ATTRIBUTE	RATING	ATTRIBUTE	RATING
Level	1	Agility	4	Attack	19
HP	27	Resilience	2	Defence	14
MP	0	Wisdom	1		
Strength	7	Luck	2		



Ragnar's strength lies in his physicality. His HP and strength ratings increase dramatically as he levels up. Ragnar's MP rating never rises above 0.

OCCUPATION: Soldier

GENDER: Male

Initial Equipment

CATEGORY	EQUIPMENT	CATEGORY	EQUIPMENT	CATEGORY	EQUIPMENT
Weapon	Copper sword	Shield	--	Accessory	--
Armour	Leather armour	Helm	--		



RAGNAR'S EQUIPMENT

Ragnar can equip each of the following pieces of equipment.

Weapons

NAME	ATK	SPECIAL
Cypress stick	+2	--
Oaken club	+7	--
Copper sword	+12	--
Divine dagger	+14	--
Hunter's bow	+18	--
Chain sickle	+20	--
Iron lance	+28	--
Holy lance	+33	--
Steel broadsword	+40	--
Cautery sword	+45	Can also be used as a tool during battle.
Battle-axe	+50	--
Dream blade	+60	This sword may send its target to sleep from time to time.
Falcon blade	+67	This lightning-fast sword can strike twice in a single turn.
Hela's hammer	+70	Hard to aim, but this hammer really hurts when it connects.
Icicle dirk	+75	Can also be used as a tool during battle.
Dragonsbane	+90	This blade inflicts increased damage on dragons.
Demon spear	+90	If aimed well, this spear can inflict a critical hit.
Double-edged sword	+99	Watch out! There's more to this sword than meets the eye. It is cursed.
Miracle sword	+100	Replenishes its bearer's HP with each attack... miraculously!
Flail of destruction	+115	This fearsome flail can be used to attack all enemies at once.
Massacre sword	+120	Watch out! There's more to this sword than meets the eye!
Liquid metal sword	+130	Inflicts greater-than-average damage on metal monsters.



Armor

NAME	DEF	SPECIAL
Plain clothes	+4	--
Wayfarer's clothes	+7	--
Boxer shorts	+8	--
Leather armour	+12	--
Chain mail	+18	--
Fur coat	+22	--
Bronze armour	+25	--
Iron armour	+30	--
Full plate armour	+35	--
Dragon mail	+45	This armour will reduce damage from fire- and ice-based attacks.
Zombie mail	+49	Watch out! There's more to this armour than meets the eye.
Spiked armour	+50	This armour may hold a spiky surprise for the unwary attacker.
Hela's armour	+60	Watch out! There's more to this armour than meets the eye.
Liquid metal armour	+95	This armour will help to reduce damage caused by magic.

Shields

NAME	DEF	SPECIAL
Leather shield	+4	--
Scale shield	+7	--
Iron shield	+12	This shield can reduce damage from fire- and ice-based attacks.
Dragon shield	+30	This shield can reduce damage from fire- and ice-based attacks.
Power shield	+40	Can also be used as a tool during battle.
Mirror shield	+45	This shiny shield reflects spell damage back at the caster.
Tempest shield	+50	Can also be used as a tool during battle.
Liquid metal shield	+60	Can also be used as a tool during battle.

Helms

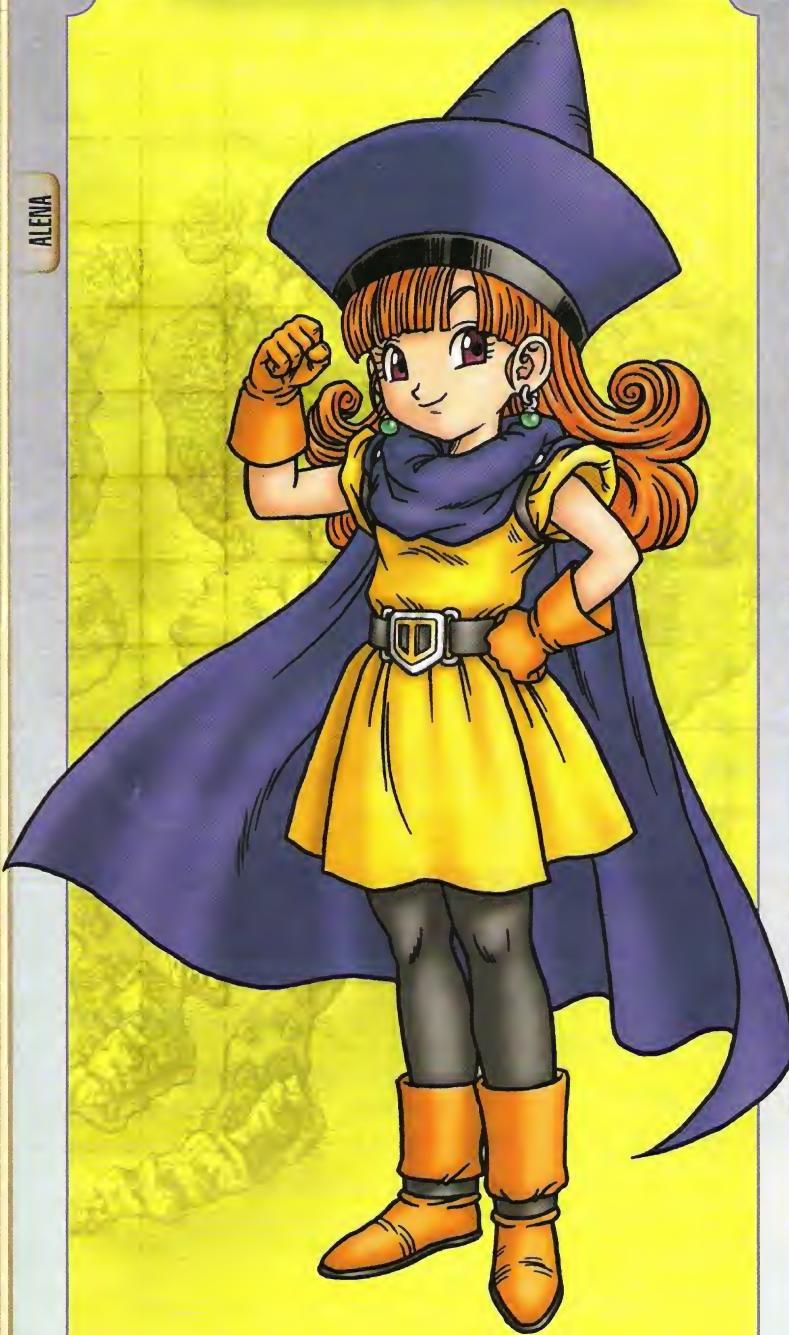
NAME	DEF	SPECIAL
Leather hat	+2	--
Hardwood headwear	+6	--
Iron helmet	+16	--
Iron mask	+25	--
Liquid metal helm	+50	Protects against Snooze, Fuddle, and paralysis.
Death mask	+200	Watch out! There's more to this mask than meets the eye.

Accessories

NAME	IMPACT	SPECIAL
Gold bracer	DEF +5	--
Kamikaze bracer	DEF +15	Rousing wristwear that may just save the day in time of need!
Kerplunk bracer	DEF +15	Rousing wristwear that may just save the day in time of need!
Mighty armlet	STR +25	--
Meteorite bracer	AGI x2	--
Prayer ring	DEF +5	This religious ring recovers some MP whenever it's used.
Recovery ring	DEF +15	Restore some of wearer's HP with every step.
Strength ring	STR +8	--
Gospel ring	LCK +50	Wards off monsters.
Ruby of protection	DEF +15	--
Mercury's bandana	AGI +15	--
Lucida shard	LCK +5	Can also be used as a tool during battle.
Bunny tail	LCK +8	--
Elevating shoes	LCK +50	Enhances experience with every step.

ALENA

ALENA



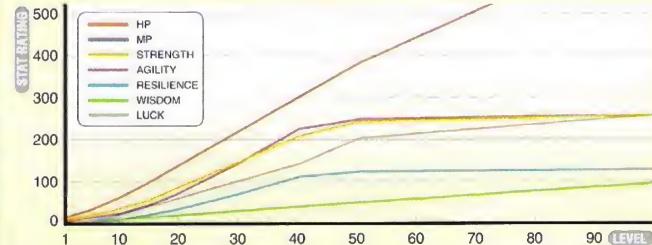
Alena is the only daughter of Tsar Stepan, the ruler of Zamoksva Castle. The Tsar is highly protective of Alena since she is the heir to the throne, but she has a strong desire to travel and see the world. Alena is so determined to leave the castle grounds and go exploring that she has repeatedly kicked a hole in her bedroom wall and is known to sneak away when no one is looking. Alena has no knowledge of magic and her petite stature limits her strength, but she has a very high agility rating.

OCCUPATION: Tsarevna

GENDER: Female

Initial Stats

ATTRIBUTE	RATING	ATTRIBUTE	RATING	ATTRIBUTE	RATING
Level	1	Agility	7	Attack	12
HP	16	Resilience	3	Defence	13
MP	0	Wisdom	4		
Strength	12	Luck	1		



Like Ragnar, Alena never gains any MP nor learns any magic spells. Although her HP takes longer to reach its maximum, Alena's strength and agility ratings quickly increase as she levels up. She also accumulates a decent luck rating with time.

Initial Equipment

CATEGORY	EQUIPMENT	CATEGORY	EQUIPMENT	CATEGORY	EQUIPMENT
Weapon	--	Shield	--	Accessory	--
Armour	Silk robe	Helm	--		



ALENA'S EQUIPMENT

Alena can equip each of the following pieces of equipment.

Weapons

NAME	ATK	SPECIAL
Oaken club	+7	--
Falcon knife earrings	+5	Equip these knife-like earrings to strike twice in a single turn.
Divine dagger	+14	--
Hunter's bow	+18	--
Chain sickle	+20	--
Iron claw	+38	--
Fire claw	+60	Can also be used as a tool during battle.
Cobra claw	+80	This claw's toxic talons may end up leaving its target poisoned.
Gringham whip	+135	This deadly whip can attack a whole group of enemies at once.



Armor

NAME	DEF	SPECIAL
Plain clothes	+4	--
Wayfarer's clothes	+7	--
Silk robe	+10	--
Leather armour	+12	--
Leather dress	+14	--
Chain mail	+18	--
Fur coat	+22	--
Cloak of evasion	+28	The wearer may at times escape an enemy's attack altogether.
Robe of serenity	+33	Protects the wearer when asleep or paralyzed.
Pink leotard	+38	--
Spangled dress	+40	--
Magical skirt	+45	This clothing will help to reduce damage caused by magic.
Shimmering dress	+50	This diaphanous dress may reflect magic back at the caster.
Angel leotard	+60	Reduces damage from fire- and ice-based magic attacks.

Helm

NAME	DEF	SPECIAL
Leather hat	+2	--
Hairband	+5	--
Feathered cap	+8	--
Golden tiara	+12	This precious tiara protects against Fuddle.
Death mask	+200	Watch out! There's more to this mask than meets the eye.

Accessories

NAME	IMPACT	SPECIAL
Gold bracer	DEF +5	--
Kamikaze bracer	DEF +15	Rousing wristwear that may just save the day in time of need!
Kerplunk bracer	DEF +15	Rousing wristwear that may just save the day in time of need!
Mighty armlet	STR +25	--
Meteorite bracer	AGI x2	--
Prayer ring	DEF +5	This religious ring recovers some MP whenever it's used.
Recovery ring	DEF +15	Restore some of wearer's HP with every step.
Strength ring	STR +8	--
Goddess ring	WIS +33	Recover some of the wearer's MP with each and every step.
Gospel ring	LCK +50	Wards off monsters.
Fishnet stockings	DEF +8	--
Ruby of protection	DEF +15	--
Mercury's bandana	AGI +15	--
Lucida shard	LCK +5	Can also be used as a tool during battle.
Bunny tail	LCK +8	--
Elevating shoes	LCK +50	Enhances experience with every step.

BORYA

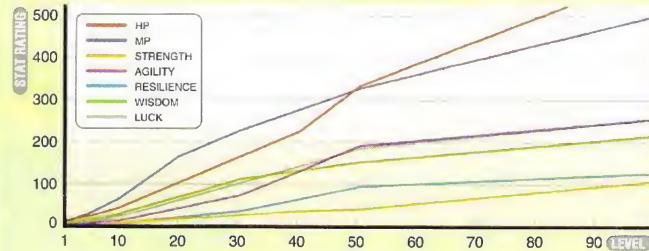
BORYA



Borya is the prototypical wise old man whose appearance borders on that of a true wizard. He works for Tsar Stepan at Zamoksva Castle as Alena's private tutor. Borya was very close to Alena's deceased mother and promised her that he would watch over and educate her young daughter. Borya can't help but feel a grandfatherly love for Alena, even though they aren't related. He keeps close tabs on the young Tsarevna and relies on his mastery of the arcane to keep her safe. Borya is particularly handy in combat magic and boasts a number of spells that can devastate the monsters that roam the kingdom.

Initial Stats

ATTRIBUTE	RATING	ATTRIBUTE	RATING	ATTRIBUTE	RATING
Level	1	AGI	5	ATK	5
HP	16	RES	2	DEF	6
MP	10	WIS	8		
STR	3	LCK	2		



Borya's strength lies in his magical abilities. In fact, his MP quickly exceeds his HP as he gains experience and levels up. All of his stats increase gradually with the exception of strength and agility.

OCCUPATION: Magician

GENDER: Male

Initial Equipment

CATEGORY	EQUIPMENT	CATEGORY	EQUIPMENT	CATEGORY	EQUIPMENT
Weapon	Cypress stick	Shield	--	Accessory	--
Armour	Plain clothes	Helm	--		



Learned Magic

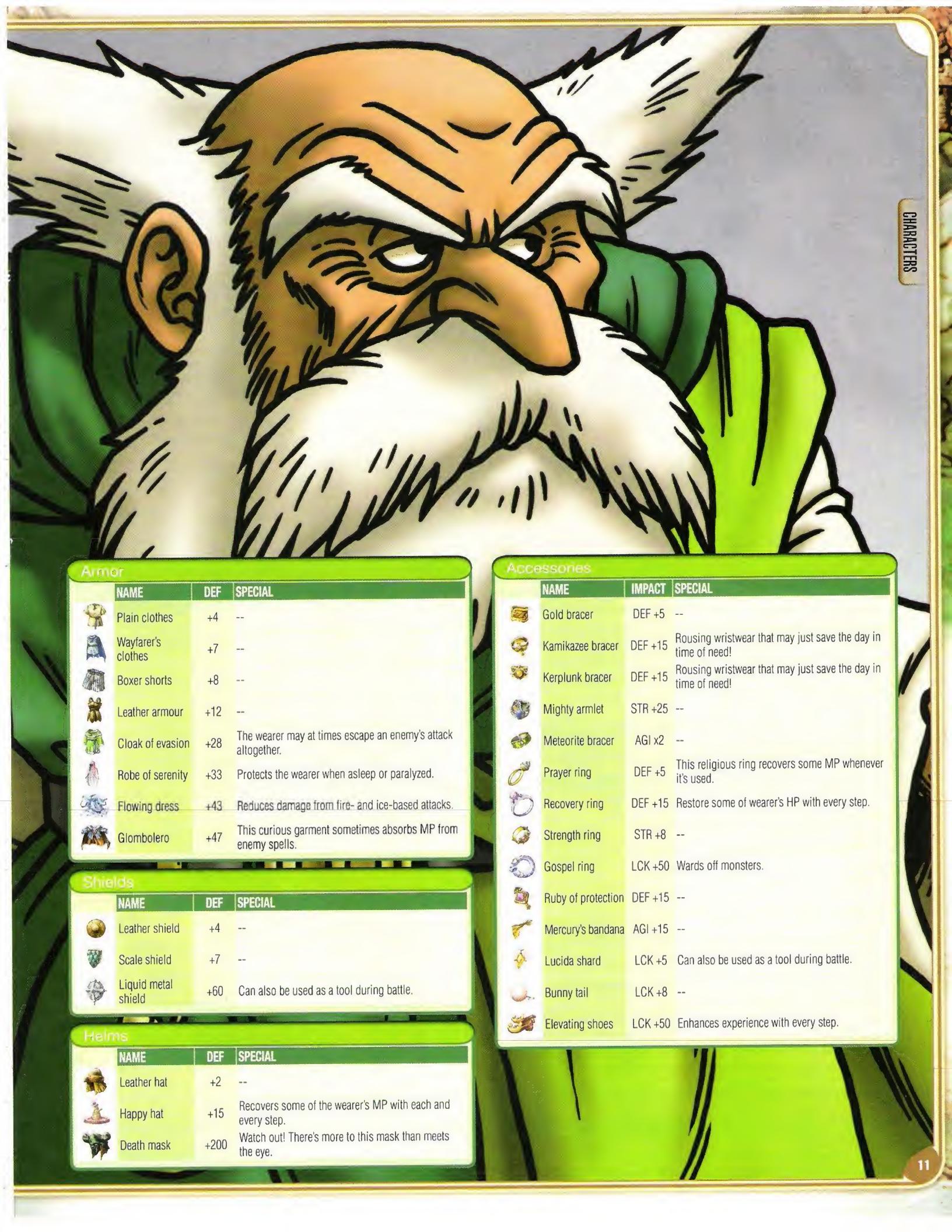
LEVEL	SPELL	FIELD/BATTLE	DESCRIPTION
1	Crack	Battle	Pierces a single enemy with razor-sharp icicles.
3	Sap	Battle	Reduces the defence of a single enemy.
5	Snooze	Battle	Puts a group of enemies to sleep.
7	Evac	Field	Exit instantly from dungeons, caves, and towers.
8	Bounce	Battle	Forms a reflective barrier that reflects all spells.
9	Zoom	Field	Return instantly to various previously-visited locations.
11	Crackle	Battle	Rips into a group of enemies with sharp icicles.
14	Acceleralle	Battle	Raises the agility of all party members.
15	Peep	Field	Reveals the nature of the treasure in a chest.
17	Tick-Tock	Field	Summons night during day, and day during night.
19	Oomph	Battle	Doubles the attack power of a single party member.
21	Kasap	Battle	Reduces the defence of a group of enemies.
23	Snoop	Field	Locates hidden curiosities through the power of magic.
25	Drain Magic	Battle	Steals MP from a single enemy.
27	Kacrack	Battle	Lacerates all enemies with a razor-sharp icicle shower.
30	Fuddle	Battle	Sends a single enemy into a state of confusion.
32	Kacrackle	Battle	Skewers a group of enemies with a hail of sharp icicles.

BORYA'S EQUIPMENT

Borya can equip each of the following pieces of equipment.

Weapons

NAME	ATK	SPECIAL
Poison needle	+0	If aimed well, this venomous barb can inflict a critical hit.
Cypress stick	+2	--
Staff of salvation	+5	This staff replenishes HP when used as a tool.
Hunter's bow	+18	--
Poison moth knife	+24	This knife may paralyze its target from time to time.
Lightning staff	+29	Can also be used as a tool during battle.
Thalian staff	+33	Can also be used as a tool during battle.
Staff of antimagic	+50	Can also be used as a tool during battle.
Somatic staff	+55	This staff draws on its bearer's MP when used to attack.
Magma staff	+63	Can also be used as a tool during battle.



Armor

NAME	DEF	SPECIAL
Plain clothes	+4	--
Wayfarer's clothes	+7	--
Boxer shorts	+8	--
Leather armour	+12	--
Cloak of evasion	+28	The wearer may at times escape an enemy's attack altogether.
Robe of serenity	+33	Protects the wearer when asleep or paralyzed.
Flowing dress	+43	Reduces damage from fire- and ice-based attacks.
Glombolero	+47	This curious garment sometimes absorbs MP from enemy spells.

Shields

NAME	DEF	SPECIAL
Leather shield	+4	--
Scale shield	+7	--
Liquid metal shield	+60	Can also be used as a tool during battle.

Helm

NAME	DEF	SPECIAL
Leather hat	+2	--
Happy hat	+15	Recovers some of the wearer's MP with each and every step.
Death mask	+200	Watch out! There's more to this mask than meets the eye.

Accessories

NAME	IMPACT	SPECIAL
Gold bracer	DEF +5	--
Kamikazee bracer	DEF +15	Rousing wristwear that may just save the day in time of need!
Kerplunk bracer	DEF +15	Rousing wristwear that may just save the day in time of need!
Mighty armlet	STR +25	--
Meteorite bracer	AGI x2	--
Prayer ring	DEF +5	This religious ring recovers some MP whenever it's used.
Recovery ring	DEF +15	Restore some of wearer's HP with every step.
Strength ring	STR +8	--
Gospel ring	LCK +50	Wards off monsters.
Ruby of protection	DEF +15	--
Mercury's bandana	AGI +15	--
Lucida shard	LCK +5	Can also be used as a tool during battle.
Bunny tail	LCK +8	--
Elevating shoes	LCK +50	Enhances experience with every step.

KIRYL

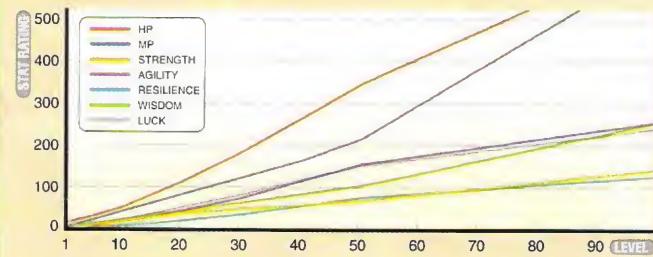
KIRYL



Kiryl, like Borya, works and lives in Zamoksva Castle in the service of Tsar Stepan and his daughter Alena. Kiryl is the castle's Chancellor and spends much of his time in the chapel, where he secretly admires Alena from a distance. Kiryl makes a point of following Alena on her adventures, both to help keep her safe and to simply be near her. Kiryl can equip many of the better weapons and armour in the game and can also utilize numerous support spells such as Heal and Buff. Kiryl is a fine addition to any party, as long as he remains in the player's control.

Initial Stats

ATTRIBUTE	RATING	ATTRIBUTE	RATING	ATTRIBUTE	RATING
Level	1	AGI	5	ATK	10
HP	18	RES	2	DEF	9
MP	17	WIS	7		
STR	3	LCK	2		



Kiryl may never have the attacking power of someone like Ragnar, nor the magical capacity of Borya, but he's as balanced as they come. Kiryl's various attributes increase gradually but, with the right equipment, he can be a potent attacker, even if his primary role is to heal other party members.

Initial Equipment

CATEGORY	EQUIPMENT	CATEGORY	EQUIPMENT	CATEGORY	EQUIPMENT
Weapon	Oaken club	Shield	--	Accessory	--
Armour	Wayfarer's clothes	Helm	--		

OCCUPATION: Priest

GENDER: Male



Learned Magic

LEVEL	SPELL	FIELD/BATTLE	DESCRIPTION
1	Heal	Field & Battle	Restores at least 30 HP to a single ally.
4	Buff	Battle	Raises the defence of a single ally.
6	Dazzle	Battle	Envelops a group of enemies in illusions.
8	Squelch	Field & Battle	Cures a single ally of the effects of poison.
12	Fizzle	Battle	Prevents a group of enemies from using magic.
14	Kabuff	Battle	Raises the defence of all party members.
16	Midheal	Field & Battle	Restores at least 75 HP to a single ally.
18	Whack	Battle	A cursed incantation that sends an enemy to the hereafter.
21	Zing	Battle	Resurrects a fallen ally with half HP restored.
24	Thwack	Battle	An incantation that sends a group of enemies to the hereafter.
27	Fullheal	Field & Battle	Restores all HP to a single ally.
30	Multiheal	Field & Battle	Restores at least 75 HP to all party members.
33	Kazing	Battle	Resurrects a fallen ally to full health.

KIRYL'S EQUIPMENT

Kiryl can equip each of the following pieces of equipment.

Weapons

NAME	ATK	SPECIAL
Cypress stick	+2	--
Oaken club	+5	--
Staff of salvation	+5	This staff replenishes HP when used as a tool during battle.
Copper sword	+12	--
Divine dagger	+14	--
Hunter's bow	+18	--
Chain sickle	+20	--
Iron lance	+28	--
Holy lance	+33	--
Thalian staff	+33	Can also be used as a tool during battle.
Staff of divine wrath	+35	Can also be used as a tool during battle.
Staff of antimagic	+50	Can also be used as a tool during battle.
Somatic staff	+55	This staff draws on its bearer's MP when used to attack.
Magma staff	+63	Can also be used as a tool during battle.
Miracle sword	+100	Replenishes its bearer's HP with each attack... miraculously!
Liquid metal sword	+130	Inflicts greater-than-average damage on metal monsters.

Armor

NAME	DEF	SPECIAL
Plain clothes	+4	--
Wayfarer's clothes	+7	--
Leather armour	+12	--
Chain mail	+18	--
Fur coat	+22	--
Bronze armour	+25	--
Iron armour	+30	--
Robe of serenity	+33	Protects the wearer when asleep or paralyzed.
Magic vestment	+35	This clothing will help to reduce damage caused by magic.
Glombolero	+47	This curious garment sometimes absorbs MP from enemy spells.
Liquid metal armour	+95	This armour will help to reduce damage caused by magic.

Shields

NAME	DEF	SPECIAL
Leather shield	+4	--
Scale shield	+7	--
Iron shield	+12	This shield can reduce damage from fire- and ice-based attacks.
Power shield	+40	Can also be used as a tool during battle.
Mirror shield	+45	This shiny shield reflects spell damage back at the caster.
Liquid metal shield	+60	Can also be used as a tool during battle.

Helms

NAME	DEF	SPECIAL
Leather hat	+2	--
Hardwood headwear	+6	--
Happy hat	+15	Recovers some of the wearer's MP with each and every step.
Iron helmet	+16	--
Liquid metal helm	+50	Protects against Snooze, Fuddle, and paralysis.
Death mask	+200	Watch out! There's more to this mask than meets the eye.

Accessories

NAME	IMPACT	SPECIAL
Gold bracer	DEF +5	--
Kamikaze bracer	DEF +15	Rousing wristwear that may just save the day in time of need!
Kerplunk bracer	DEF +15	Rousing wristwear that may just save the day in time of need!
Mighty armlet	STR +25	--
Meteorite bracer	AGI x2	--
Prayer ring	DEF +5	This religious ring recovers some MP whenever it's used.
Recovery ring	DEF +15	Restore some of wearer's HP with every step.
Strength ring	STR +8	--
Goddess ring	WIS +33	Recover some of the wearer's MP with each and every step.
Gospel ring	LCK +50	Wards off monsters.
Ruby of protection	DEF +15	--
Mercury's bandana	AGI +15	--
Lucida shard	LCK +5	Can also be used as a tool during battle.
Bunny tail	LCK +8	--
Elevating shoes	LCK +50	Enhances experience with every step.

TORNEKO TALOON

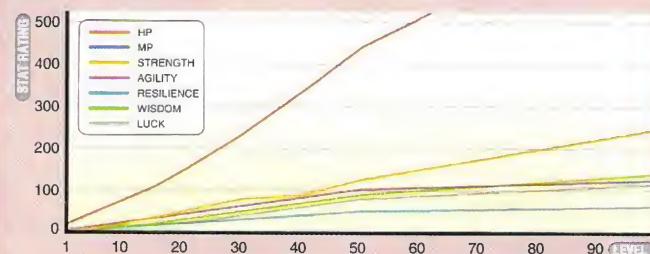
TORNEKO TALOON



Torneko is but a humble arms merchant living in the town of Lakanaba with his wife Tessie and son Tipper. He works the counter at the town's lone weapon shop, but he has big plans to one day become the world's greatest weapons dealer. Unfortunately, his lack of follow-through has caused his wife to lose respect for him; he knows he must take more initiative if he's to meet his goals. Torneko isn't a big fan of combat, but has the uncanny knack of getting monsters to drop treasure chests filled with valuable weapons and armour. He can also learn several abilities that significantly aid in his treasure-hunting exploits.

Initial Stats

ATTRIBUTE	RATING	ATTRIBUTE	RATING	ATTRIBUTE	RATING
Level	1	AGI	5	ATK	4
HP	20	RES	2	DEF	6
MP	0	WIS	5		
STR	4	LCK	3		



Torneko is special in that his HP is the only attribute that increases with any real significance as he levels up. He is a limited magic user and possesses below-average strength and resilience. His skills lie elsewhere...

OCCUPATION: Merchant

GENDER: Male

Initial Equipment

CATEGORY	EQUIPMENT	CATEGORY	EQUIPMENT	CATEGORY	EQUIPMENT
Weapon	--	Shield	--	Accessory	--
Armour	Plain clothes	Helm	--		



Learned Skills

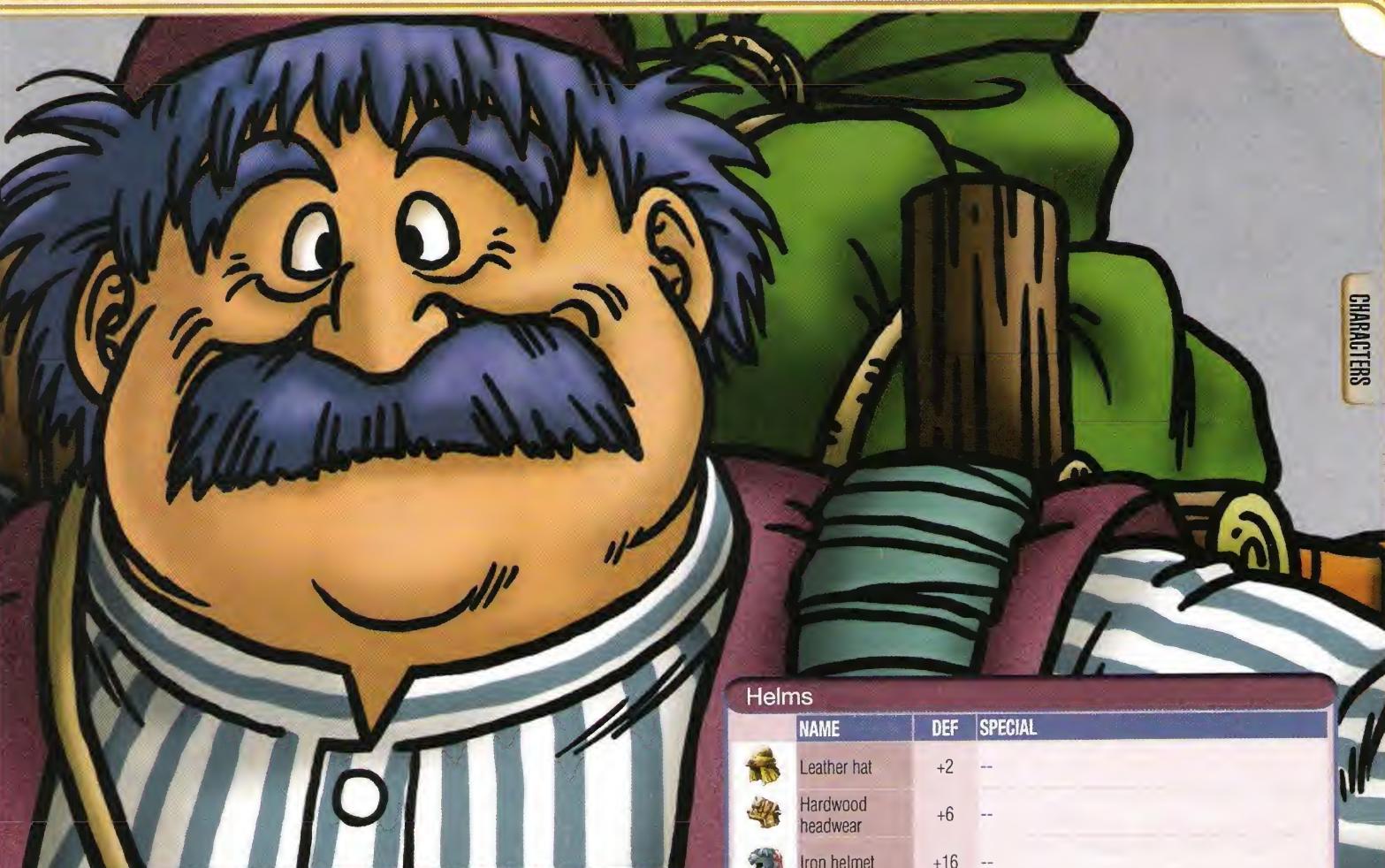
LEVEL	SPELL	FIELD/BATTLE	DESCRIPTION
2	Padfoot	Field	Lowers the risk of being detected by monsters for a while.
5	Eye for Distance	Field	Locates nearby settlements.
7	Nose for Treasure	Field	Reports the number of nearby treasures.
11	Whistle	Field	Summons monsters with a whistle.

TORNEKO'S EQUIPMENT

Torneko can equip each of the following pieces of equipment.

Weapons

NAME	ATK	SPECIAL
Oaken club	+5	--
Copper sword	+12	--
Divine dagger	+14	--
Hunter's bow	+18	--
Chain sickle	+20	--
Poison moth knife	+24	This knife may paralyze its target from time to time.
Iron lance	+28	--
Astraea's abacus	+35	Can also be used as a tool during battle.
Cautery sword	+45	Can also be used as a tool during battle.
Miracle sword	+100	Replenishes its bearer's HP with each attack... miraculously!
Flail of destruction	+115	This fearsome flail can be used to attack all enemies at once.
Massacre sword	+120	Watch out! There's more to this sword than meets the eye!
Liquid metal sword	+130	Inflicts greater-than-average damage on metal monsters.



Armor

NAME	DEF	SPECIAL
Plain clothes	+4	--
Wayfarer's clothes	+7	--
Boxer shorts	+8	--
Leather armour	+12	--
Chain mail	+18	--
Fur coat	+22	--
Bronze armour	+25	--
Iron apron	+32	--
Robe of serenity	+33	Protects the wearer when asleep or paralyzed.
Spiked armour	+50	This armour may hold a spiky surprise for the unwary attacker.
Liquid metal armour	+95	This armour will help to reduce damage caused by magic.

Shields

NAME	DEF	SPECIAL
Leather shield	+4	--
Scale shield	+7	--
Iron shield	+12	This shield can reduce damage from fire- and ice-based attacks.
Power shield	+40	Can also be used as a tool during battle.

Helmets

NAME	DEF	SPECIAL
Leather hat	+2	--
Hardwood headwear	+6	--
Iron helmet	+16	--
Liquid metal helm	+50	Protects against Snooze, Fuddle, and paralysis.
Death mask	+200	Watch out! There's more to this mask than meets the eye.

Accessories

NAME	IMPACT	SPECIAL
Gold bracer	DEF +5	--
Kamikazee bracer	DEF +15	Rousing wristwear that may just save the day in time of need!
Kerplunk bracer	DEF +15	Rousing wristwear that may just save the day in time of need!
Mighty armlet	STR +25	--
Meteorite bracer	AGI x2	--
Prayer ring	DEF +5	This religious ring recovers some MP whenever it's used.
Recovery ring	DEF +15	Restore some of wearer's HP with every step.
Strength ring	STR +8	--
Gospel ring	LCK +50	Wards off monsters.
Ruby of protection	DEF +15	--
Mercury's bandana	AGI +15	--
Lucida shard	LCK +5	Can also be used as a tool during battle.
Bunny tail	LCK +8	--
Elevating shoes	LCK +50	Enhances experience with every step.

MAYA

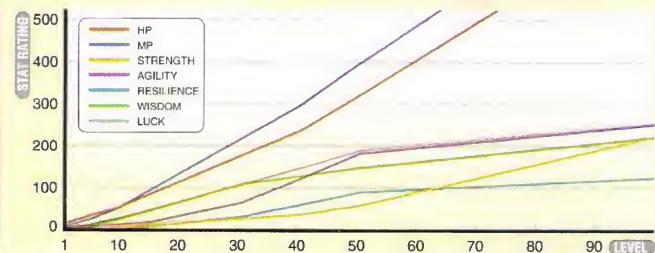


MAYA

Maya works as a dancer in the town of Laissez Fayre and together with her twin sister, Meena, is set to embark on a quest for revenge. Maya's father, Mahabala, was a wise alchemist who is believed to have been killed by his apprentice shortly after making a major discovery. The two sisters are now alone without their father and are willing to search the entire kingdom for answers. Maya is a powerful magic user who quickly learns several devastating attack spells. She's limited in the number of weapons and armour she can equip, but her high HP and powerful magic abilities compensate for this shortcoming. When not pursuing her father's killer or battling monsters, Maya enjoys gambling her money away on slot machines.

Initial Stats

ATTRIBUTE	RATING	ATTRIBUTE	RATING	ATTRIBUTE	RATING
Level	1	AGI	5	ATK	3
HP	16	RES	2	DEF	10
MP	9	WIS	4		
STR	3	LCK	6		



Maya's HP and MP levels increase dramatically with each level increase, thus making her an exceptional magic-user to take into battle. Although her strength rating increases slowly, her above-average agility and wisdom help to offset this limitation.

Initial Equipment

CATEGORY	EQUIPMENT	CATEGORY	EQUIPMENT	CATEGORY	EQUIPMENT
Weapon	--	Shield	--	Accessory	--
Armour	Dancer's costume	Helm	--		

OCCUPATION: Dancer

GENDER: Female



Learned Magic

LEVEL	SPELL	FIELD/BATTLE	DESCRIPTION
1	Frizz	Battle	Singes a single enemy with a small fireball.
3	Sap	Battle	Reduces the defence of a single enemy.
5	Sizz	Battle	Singes a group of enemies with a blazing fire.
8	Zoom	Field	Return instantly to various previously-visited locations.
9	Evac	Field	Exit instantly from dungeons, caves, and towers.
11	Bang	Battle	Damages all enemies with a small explosion.
14	Sizzle	Battle	Burns a group of enemies with a blazing wall of fire.
16	Drain Magic	Battle	Steals MP from a single enemy.
19	Frizzle	Battle	Burns a single enemy with a large fireball.
21	Safe Passage	Field	Allows party members to pass unscathed over harmful ground.
23	Boom	Battle	Engulfs all enemies in a large explosion.
27	Kasizzle	Battle	Scorches a group of enemies using blazing hellfire.
30	Puff!	Battle	Transform into a fire-breathing dragon.
33	Kafrizzle	Battle	Incinerates a single enemy with an enormous fireball.
36	Kaboom	Battle	Blasts all enemies with an incredibly violent explosion.

MAYA'S EQUIPMENT

Maya can equip each of the following pieces of equipment.

Weapons

NAME	ATK	SPECIAL
Poison needle	+0	If aimed well, this venomous barb can inflict a critical hit.
Cypress stick	+2	--
Falcon knife earrings	+5	Equip these knife-like earrings to strike twice in a single turn.
Divine dagger	+14	--
Hunter's bow	+18	--
Iron fan	+22	--
Poison moth knife	+24	This knife may paralyze its target from time to time.
Lightning staff	+29	Can also be used as a tool during battle.
Thalian staff	+33	Can also be used as a tool during battle.
Staff of antimagic	+50	Can also be used as a tool during battle.
Somatic staff	+55	This staff draws on its bearer's MP when used to attack.
Magma staff	+63	Can also be used as a tool during battle.
Cobra claw	+80	This claw's toxic talons may end up leaving its target poisoned.
Gringham whip	+135	This deadly whip can attack a whole group of enemies at once.



Armor

NAME	DEF	SPECIAL
Plain clothes	+4	--
Wayfarer's clothes	+7	--
Dancer's costume	+8	--
Silk robe	+10	--
Leather dress	+14	--
Fur coat	+22	--
Cloak of evasion	+28	The wearer may at times escape an enemy's attack altogether.
Robe of serenity	+33	Protects the wearer when asleep or paralyzed.
Pink leotard	+38	--
Spangled dress	+40	--
Flowing dress	+43	Reduces damage from fire- and ice-based attacks.
Magical skirt	+45	This clothing will help to reduce damage caused by magic.
Glombolero	+47	This curious garment sometimes absorbs MP from enemy spells.
Shimmering dress	+50	This diaphanous dress may reflect magic back at the caster.
Angel leotard	+60	Reduces damage from fire- and ice-based magic attacks.

Shields

NAME	DEF	SPECIAL
Liquid metal shield	+60	Can also be used as a tool during battle.

Helms

NAME	DEF	SPECIAL
Leather hat	+2	--
Hairband	+5	--
Feathered cap	+8	--
Golden tiara	+12	This precious tiara protects against Fuddle.
Happy hat	+15	Recovers some of the wearer's MP with each and every step.
Death mask	+200	Watch out! There's more to this mask than meets the eye.

Accessories

NAME	IMPACT	SPECIAL
Gold bracer	DEF +5	--
Kamikaze bracer	DEF +15	Rousing wristwear that may just save the day in time of need!
Kerplunk bracer	DEF +15	Rousing wristwear that may just save the day in time of need!
Mighty armlet	STR +25	--
Meteorite bracer	AGI x2	--
Prayer ring	DEF +5	This religious ring recovers some MP whenever it's used.
Recovery ring	DEF +15	Restore some of wearer's HP with every step.
Strength ring	STR +8	--
Goddess ring	WIS +33	Recover some of the wearer's MP with each and every step.
Fishnet stockings	DEF +8	--
Gospel ring	LCK +50	Wards off monsters.
Ruby of protection	DEF +15	--
Mercury's bandana	AGI +15	--
Lucida shard	LCK +5	Can also be used as a tool during battle.
Bunny tail	LCK +8	--
Elevating shoes	LCK +50	Enhances experience with every step.

MEENA

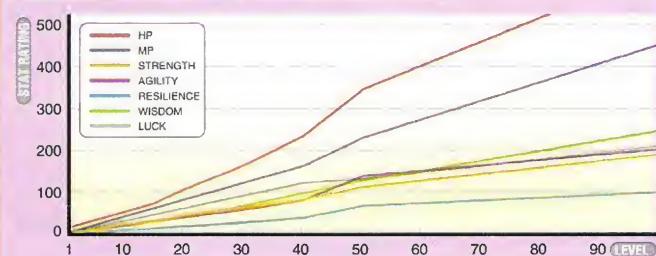


MEENA

Meena is Maya's twin sister, but bloodlines and looks are the only things they have in common. Meena works in Laissez Fayre as a fortune-teller, but isn't opposed to practicing her craft wherever she goes. Like her twin sister, Meena is also thirsty for revenge against her father's killer and seeks to find him. Meena learns several support spells, but must rely on physical combat in battle. She can equip many more pieces of equipment than Maya, but her limited HP growth makes her a liability in difficult fights.

Initial Stats

ATTRIBUTE	RATING	ATTRIBUTE	RATING	ATTRIBUTE	RATING
Level	1	AGI	4	ATK	16
HP	18	RES	2	DEF	12
MP	7	WIS	6		
STR	4	LCK	6		



Meena is a balanced character who benefits from a moderate increase in nearly all her attributes with each successive level. Her HP and MP rise steadily, as do many of her less tangible qualities. Meena's only flaw is that her natural resistance to damage is very low, thus limiting her defensive capabilities.

Initial Equipment

CATEGORY	EQUIPMENT	CATEGORY	EQUIPMENT	CATEGORY	EQUIPMENT
Weapon	Copper sword	Shield	--	Accessory	--
Armour	Silk robe	Helm	--		



OCCUPATION: Fortune-Teller

GENDER: Female

Learned Magic

LEVEL	SPELL	FIELD/BATTLE	DESCRIPTION
2	Heal	Field & Battle	Restores at least 30 HP to a single ally.
3	Squelch	Field & Battle	Cures a single ally of the effects of poison.
5	Snooze	Battle	Puts a group of enemies to sleep.
8	Woosh	Battle	Slices through a group of enemies with a small whirlwind.
10	Tingle	Battle	Cures all party members of the effects of paralysis.
13	Midheal	Field & Battle	Restores at least 75 HP to a single ally.
16	Kasnooze	Battle	Puts a single enemy to sleep...most of the time.
20	Zing	Battle	Resurrects a fallen ally with half HP restored.
23	Swoosh	Battle	Slices through a group of enemies with a powerful whirlwind.
26	Fullheal	Field & Battle	Restores all HP to a single ally.
29	Insulatle	Battle	Protects all party members from fire- and ice-based attacks.
32	Kaswoosh	Battle	Slices through a group of enemies with a ferocious whirlwind.
35	Kerplunk	Battle	Sacrifice caster's life to resurrect all other party members.

MEENA'S EQUIPMENT

Meena can equip each of the following pieces of equipment.

Weapons

NAME	ATK	SPECIAL
Cypress stick	+2	--
Oaken club	+5	--
Falcon knife earrings	+5	Equip these knife-like earrings to strike twice in a single turn.
Staff of salvation	+5	This staff replenishes HP when used as a tool during battle.
Copper sword	+12	--
Divine dagger	+14	--
Hunter's bow	+18	--
Chain sickle	+20	--
Silver tarot cards	+21	This pack of cards can also be used for fortune-telling.
Poison moth knife	+24	This knife may paralyze its target from time to time.
Holy lance	+33	--
Thalian staff	+33	Can also be used as a tool during battle.
Staff of divine wrath	+35	Can also be used as a tool during battle.
Staff of antimagic	+50	Can also be used as a tool during battle.
Somatic staff	+55	This staff draws on its bearer's MP when used to attack.
Magma staff	+63	Can also be used as a tool during battle.
Liquid metal sword	+130	Inflicts greater-than-average damage on metal monsters.
Gringham whip	+135	This deadly whip can attack a whole group of enemies at once.



Armor

NAME	ATK	SPECIAL
Plain clothes	+4	--
Wayfarer's clothes	+7	--
Dancer's costume	+8	--
Silk robe	+10	--
Leather dress	+14	--
Fur coat	+22	--
Bronze armour	+25	--
Iron armour	+30	--
Robe of serenity	+33	Protects the wearer when asleep or paralyzed.
Magic vestment	+35	This clothing will help to reduce damage caused by magic.
Pink leotard	+38	--
Spangled dress	+40	--
Flowing dress	+43	Reduces damage from fire- and ice-based attacks.
Magical skirt	+45	This clothing will help to reduce damage caused by magic.
Glombolero	+47	This curious garment sometimes absorbs MP from enemy spells.
Shimmering dress	+50	This diaphanous dress may reflect magic back at the caster.
Angel leotard	+60	Reduces damage from fire- and ice-based magic attacks.
Liquid metal armour	+95	This armour will help to reduce damage caused by magic.

Shields

NAME	ATK	SPECIAL
Leather shield	+4	--
Scale shield	+7	--
Iron shield	+12	This shield can reduce damage from fire- and ice-based attacks.
Liquid metal shield	+60	Can also be used as a tool during battle.

Helmets

NAME	ATK	SPECIAL
Leather hat	+2	--
Hairband	+5	--
Feathered cap	+8	--
Golden tiara	+12	This precious tiara protects against Fuddle.
Happy hat	+15	Recovers some of the wearer's MP with each and every step.
Liquid metal helm	+50	This helm protects against Snooze, Fuddle, and paralysis.
Death mask	+200	Watch out! There's more to this mask than meets the eye.

Accessories

NAME	IMPACT	SPECIAL
Gold bracer	DEF +5	--
Kamikazee bracer	DEF +15	Rousing wristwear that may just save the day in time of need!
Kerplunk bracer	DEF +15	Rousing wristwear that may just save the day in time of need.
Mighty armlet	STR +25	--
Meteorite bracer	AGI x2	--
Prayer ring	DEF +5	This religious ring recovers some MP whenever it's used.
Recovery ring	DEF +15	Restore some of wearer's HP with every step.
Strength ring	STR +8	--
Goddess ring	WIS +33	Recover some of the wearer's MP with each and every step.
Fishnet stockings	DEF +8	--
Gospel ring	LCK +50	Wards off monsters.
Ruby of protection	DEF +15	--
Mercury's bandana	AGI +15	--
Lucida shard	LCK +5	Can also be used as a tool during battle.
Bunny tail	LCK +8	--
Elevating shoes	LCK +50	Enhances experience with every step.

Companions

The following characters can accompany the main characters for short periods of time during the game. Their stats do not change, they do not earn experience, and they are not controlled by the player.

ODJAM

LAUREL

HARDIE

HEALIE

HEALIE



OCCUPATION: Monster

GENDER: -

Healie isn't much of a fighter, but he periodically casts Heal on injured party members (and himself) and minimizes the need to carry a lot of medicinal herbs. Don't get too reliant on Healie, though, as he occasionally gets caught up in the heat of the battle and either attacks or defends when he should cast Heal.

Healie's Stats

ATTRIBUTE	RATING	ATTRIBUTE	RATING	ATTRIBUTE	RATING
HP	35	AGI	56	LCK	30
MP	30	RES	28	ATK	9
STR	9	WIS	12	DEF	28

Initial Equipment

CATEGORY	EQUIPMENT	CATEGORY	EQUIPMENT
Weapon	--	Helm	--
Armour	--	Accessory	--
Shield	--		

Learned Magic

SPELL	FIELD/COMBAT	DESCRIPTION
Heal	Field & Combat	Restores at least 30 HP to a single ally.

HARDIE



There are amazing treasures in all sorts of strange places. Deep inside caves, for example. Just where the most vicious monsters live!

OCCUPATION: Bodyguard

GENDER: Male

Hardie is an excellent fighter who comes equipped for battle. For a mere 400 gold coins, you can hire him for five days of service. He can hold his own against various monsters and he won't need more than a single medicinal herb to keep him safe until his contract expires.

Hardie's Stats

ATTRIBUTE	RATING	ATTRIBUTE	RATING	ATTRIBUTE	RATING
HP	82	AGI	15	LCK	10
MP	0	RES	7	ATK	58
STR	30	WIS	8	DEF	29

Initial Equipment

CATEGORY	EQUIPMENT	CATEGORY	EQUIPMENT
Weapon	Iron lance	Helm	--
Armour	Chain mail	Accessory	--
Shield	Leather shield		

LAUREL



OCCUPATION: Traveling Poet

GENDER: Male

Laurel possesses the rare skill of knowing both supportive and combative spells. His ability to attack monsters with Sizz or paralyze them with his poison moth knife make him a worthwhile addition to the party. His usefulness is even more apparent when he uses his Heal spell to keep the other party members in tip-top shape. His services can be enjoyed over the course of five days in exchange for 600 gold coins.

Laurel's Stats

ATTRIBUTE	RATING	ATTRIBUTE	RATING	ATTRIBUTE	RATING
HP	58	AGI	18	LCK	16
MP	68	RES	9	ATK	28
STR	4	WIS	35	DEF	25

Initial Equipment

CATEGORY	EQUIPMENT	CATEGORY	EQUIPMENT
Weapon	Poison moth knife	Helm	--
Armour	Leather armour	Accessory	--
Shield	Leather shield		

Learned Magic

SPELL	FIELD/BATTLE	DESCRIPTION
Heal	Field & Battle	Restores at least 30 HP to a single ally.
Sizz	Battle	Singes a group of enemies with a blazing fire.
Snooze	Battle	Puts a group of enemies to sleep.

Oojam



OCCUPATION: Alchemist

GENDER: Male

Oojam has the strength to match an anger that burns deep within him. He worked under Mahabala as an assistant along with Balzack, but has gone into hiding after Mahabala's death to mourn. Oojam doesn't know any magic, but has the unique ability to pick locks. Simply lead the party toward a locked door and watch Oojam instantly unlock it!

Oojam's Stats

ATTRIBUTE	RATING	ATTRIBUTE	RATING	ATTRIBUTE	RATING
HP	95	AGI	8	LCK	4
MP	0	RES	4	ATK	68
STR	40	WIS	20	DEF	38

Initial Equipment

CATEGORY	EQUIPMENT	CATEGORY	EQUIPMENT
Weapon	Iron lance	Helm	Leather hat
Armour	Bronze armour	Accessory	--
Shield	Scale shield		

HANK HOFFMAN JR.

SPADWEEF

ORIFLEA

TOM FOOLERY

HANK HOFFMAN JR.



OCCUPATION: Innkeeper's Son

GENDER: Male

Hoffman lives at the Last Chance Saloon far to the east of Casabranca, on the edge of the desert. Hoffman helps his father maintain an inn and care after their horse Mary Lou. Hoffman isn't the most hospitable person at first, but it's possible to make him friendlier and more trusting. Hoffman is a skilled fighter who blends adequate strength with a high agility rating and tremendous luck. Although not particularly well-equipped, he makes good use of what he has and his ability to cast magic also helps.

Hoffman's Stats

ATTRIBUTE	RATING	ATTRIBUTE	RATING	ATTRIBUTE	RATING
HP	96	AGI	26	LCK	22
MP	0	RES	13	ATK	58
STR	30	WIS	24	DEF	47

Initial Equipment

CATEGORY	EQUIPMENT	CATEGORY	EQUIPMENT
Weapon	Iron lance	Helm	Leather hat
Armour	Bronze armour	Accessory	--
Shield	Scale shield		

TOM FOOLERY



OCCUPATION: Comedian

GENDER: Male

Tom Foolery is a comedian working in Laissez Fayre at the theatre where Maya and Meena used to perform. Despite his job as a professional funnyman, Tom Foolery is actually a surprisingly deep thinker and can be quite wise when the need arises. He's not in the party for long, but he is moderately equipped for battle and has a high degree of luck.

Tom Foolery's Stats

ATTRIBUTE	RATING	ATTRIBUTE	RATING	ATTRIBUTE	RATING
HP	85	AGI	38	LCK	88
MP	24	RES	18	ATK	88
STR	28	WIS	55	DEF	53

Initial Equipment

CATEGORY	EQUIPMENT	CATEGORY	EQUIPMENT
Weapon	Dream blade	Helm	Hardwood headwear
Armour	Cloak of evasion	Accessory	--
Shield	--		

Learned Magic

SPELL	FIELD/COMBAT	DESCRIPTION
Snooze	Battle	Puts a group of enemies to sleep.

ORIFIELA

OCCUPATION: Zenithian

GENDER: Female

Orifiela is a Zenithian who the hero encounters in the Great World Tree, Yggdrasil. She fell from the sky while trying to pick Yggdrasil leaves and needs the party to help her return home. She serves the party well as a support person and her knowledge of the Zenithian Sword is quite valuable. It's key to note that her low HP eventually proves somewhat limiting in battle.

CHARACTERS



SPARKIE

OCCUPATION: Dragon Pup

GENDER: Male

Sparky is a baby dragon who befriends the party during the late stages of the game. Sparky has several fire- and ice-based attacks that it can perform, but it knows no magic and is very unpredictable. Although its high HP and strength rating makes it a useful combatant, Sparkie likely won't surpass the abilities of Ragnar or Alena.



Orifiela's Stats

ATTRIBUTE	RATING	ATTRIBUTE	RATING	ATTRIBUTE	RATING
HP	156	AGI	76	LCK	38
MP	180	RES	38	ATK	95
STR	40	WIS	92	DEF	81

Initial Equipment

CATEGORY	EQUIPMENT	CATEGORY	EQUIPMENT
Weapon	Somatic staff	Helm	--
Armour	Flowing dress	Accessory	--
Shield	--		

Learned Magic

SPELL	FIELD/BATTLE	DESCRIPTION
Fullheal	Field & Battle	Restores all HP to a single ally.
Kasap	Battle	Reduces the defence of a group of enemies.
Dazzle	Battle	Envelops a group of enemies in illusions.

OCCUPATION: Dragon Pup

GENDER: Male

Sparky is a baby dragon who befriends the party during the late stages of the game. Sparky has several fire- and ice-based attacks that it can perform, but it knows no magic and is very unpredictable. Although its high HP and strength rating makes it a useful combatant, Sparkie likely won't surpass the abilities of Ragnar or Alena.

Sparkie's Stats

ATTRIBUTE	RATING	ATTRIBUTE	RATING	ATTRIBUTE	RATING
HP	258	AGI	35	LCK	20
MP	0	RES	17	ATK	195
STR	195	WIS	6	DEF	160

Initial Equipment

CATEGORY	EQUIPMENT	CATEGORY	EQUIPMENT
Weapon	--	Helm	--
Armour	--	Accessory	--
Shield	--		

A Hero's Basics

Dragon Quest IV: Chapters of the Chosen may be a remake of a game originally developed nearly 20 years ago, but that doesn't mean it isn't a complex, enjoyable role-playing experience. Quite the contrary! There are a number of gameplay mechanics that players must manage such as character development, inventory management, party construction, and even combat tactics, along with other things. This chapter contains detailed explanations and tips for each of these gameplay aspects and is designed to complement the user's manual included with your copy of the game.

GETTING STARTED

Getting Started

CHOOSING YOUR HERO

The first thing to do after turning on the game is to enter a name and select a gender for your hero or heroine. It doesn't matter whether you choose a male or a female, since the story and behavior of other characters doesn't change. The only real difference is that the female heroine can utilize several pieces of equipment that the male cannot. All of the other pieces of equipment, including the most powerful, can be equipped by both male and female characters.

SAVING IN AN ADVENTURE LOG

Players can record their progress in any of the three Adventure Logs. While the game prompts the player to save at certain points during the game, particularly at the conclusion of each of the first four chapters, the majority of saving takes place at a church. To save at a church, visit a town or village that contains a church and select "confession" from the list of options. This option allows you to access an Adventure Log and save your progress.



More About Churches

Churches play an important role in *DQIV*, not just for saving your progress but also for reviving fallen party members and various other functions. Everything you can do at a church is detailed later in this chapter.

It's also possible to perform a Quick Save when you're too far from a church (or deep inside a dungeon). A Quick Save enables you to quickly save your progress before turning the game off. Using the Quick Save option overwrites the previous Quick Save and makes it possible to jump right back into the game from where you left off. The save won't be written to one of the three Adventure Logs. Instead, it creates a separate save file that you can access when you turn on the game later. Just select the option that allows you to continue an interrupted adventure. Although the Quick Save feature is designed for times when you simply don't have time to keep playing, you can use it as an emergency backup. Just



turn the system back on and, should you get into trouble, turn the power off and try again. Better yet, spend some more time leveling up against monsters, then make another Quick Save.

GAME STRUCTURE

DQIV is unlike most other games in that it is divided into five unique chapters with each chapter following a different set of characters in a different region of the world. Each new chapter brings a new story, a new set of characters, and a host of new places to explore. But what truly makes the game unique is that these different characters and plot lines come together in Chapter 5, and only then does the true depth of the gameplay begin to reveal itself. Chapter 5 is more than twice as long as the first four chapters combined!

While it may sound like we just let slip with a major spoiler, it was done for your own good. It's important to know how the game works—specifically, what carries over from chapter to chapter—ahead of time so you can properly plan for the future.

What Carries Over to Chapter 5?

ITEM	YES	NO
Character stats, levels, and learned magic	✓	
Common items and equipment	✓	
Casino tokens	✓	
Mini medals	✓	
Gold coins		✓
Some rare items		✓

Can't Take It With You

The most important thing to keep in mind when nearing the end of one of the first four chapters is that gold coins don't carry over to Chapter 5. Use whatever you have at that point to purchase weapons, items, or casino tokens. Casino tokens carry over to Chapter 5, and they carry over from Chapter 2 to Chapter 3 as well (You cannot access the casino in Chapters 1 and 4).

ADVANCING THE STORY

DQIV is a rather lengthy game that typically takes roughly 40 hours or more to complete. Follow these simple tips to keep things straight and prevent any unnecessary backtracking:

- 1 Explore towns and castles thoroughly for information and items. Talk to everyone and search everywhere for containers that may contain hidden items or other pieces of information—look on bookshelves and down wells! Rotate the camera to peek behind buildings and return to the town or castle at night to speak with those still awake.



- 2 Use the church to save before leaving a town and visit an inn to recover. The world is far more dangerous outside of towns, so it's important to venture out only after making a stop at an inn and church. This not only leaves the party members with full HP and MP, but you can also reload your game save instead of having the monsters steal half of your gold if the party falls in battle.



- 3 Explore the world map and level up. The more you explore the world map, the more it fills in as you investigate the area outside of towns. Follow the clues obtained from the townspeople in one location to seek out the next town or dungeon and search for secret shrines and caves along the way. You'll undoubtedly encounter numerous monsters during your journey—they are your key to leveling up and getting stronger! Don't rush from one location to the next without taking time to gain experience and level up, or else you'll never survive in the dungeons.



- 4 Search high and low in the dungeons for valuable items and treasure chests filled with gold coins. Dungeon exploration is a particularly dangerous part of *DQIV*, so make sure your party is properly equipped before heading inside and ensure that the characters are at their maximum HP. Also, make sure they have gained a couple levels since leaving the last town.

Dungeons are often filled with monsters that are much tougher than those in the field, so tread slowly and don't be afraid to exit the dungeon and return later.



Adventuring Basics

TOWNS AND CASTLES

The party spends a lot of time in the various villages, towns, and castles scattered across the continents and it's important to know all the ways in which these vital respites can be used to the party's advantage. This section describes the things to do and uncover when the party isn't in the field fighting monsters.

THE PEOPLE YOU MEET

Regardless of the size of the town or castle, each one has people milling about and every person has something to say. The first thing you should do upon arriving in a new place is to talk with everyone to learn valuable information and tips on where to go next. Many folks are outside in the open, but some are more difficult to find, so follow these tips:



- Rotate the camera to look for people behind buildings or on the sides of trees or other obstacles. Press the L or R Button to rotate the camera left or right, respectively. Tap both the L and R Buttons simultaneously to reset the camera to its default orientation.
- Go behind the counter in shops or at an inn to speak with the clerk on topics other than the buying or selling of goods. Note that this isn't always possible.
- While inside a shop or an inn, explore the entire building. Talk with family members and/or guests in the other rooms. This is especially important inside castles, as there are often numerous people in small, out-of-the-way areas.
- Return at night to find people in a different mood and, perhaps, in different locations. Speaking to people at night often reveals additional information.

INVESTIGATE OBJECTS FOR HIDDEN ITEMS

There are a number of objects in towns and castles (and most dungeons) that contain valuable items and gold coins. Approach the following objects and press the A Button to smash/investigate them. Many of them are empty, but others contain everything from a medicinal herb to valuable weapons to piles of gold coins!



Types of objects to investigate



CLAY JAR



BARRELS



TREASURE CHEST



DRESSER/DRAWER



SHINING SPOT

Reading Material

You won't find any items on the bookshelves, but you can often learn some valuable information and background story by examining the books. Approach the bookshelf and press the A Button to investigate. You can also inspect pieces of art and other décor to learn additional information.



BUILDINGS AND BUSINESSES

Each town and castle is different, but nearly all of them have at least one or two highly important businesses. Frequent visits to shops, churches, and inns are vital to the party's survival. These places make it possible to upgrade equipment, stock up on items, save your progress, and perform other necessary tasks.

Press the Y Button upon entering a town or castle to display a map of the town and a list of shop items on the upper screen. The map includes icons for each of the area's shops and important buildings.

SHOPS

There are three types of shops in the game: weapon shops, armour shops, and item shops. Not every town or castle has all three—and some have none—but there is occasionally some overlap in the goods they carry. All shops will buy all types of items and equipment with a few special exceptions.



- Weapon shops:** Sell weapons and sometimes consumable items if an item shop isn't nearby. Weapon shops do not carry armour.
- Armour shops:** Sell armour and sometimes consumable items if an item shop isn't nearby. Armour shops do not carry weapons.
- Item shops:** Item shops specialize in consumable items, but may occasionally sell a small selection of equipment if no weapons or armour shops are nearby.

INNS

There's no better way to fully recover your party's HP and MP than by visiting an inn. Head inside, pay the clerk behind the counter a few gold coins, and watch as your entire party is instantly healed. Not only is this a great way to avoid burning through lots of medicinal herbs and magic waters, but it also accelerates time in the game. Each time you use an inn, the party emerges in the morning of the next day.



CHURCHES

Churches and altars are arguably the most important type of building in the game, as they not only make it possible to save your progress, but also provide a number of beneficial services. Approach the altar and press the A Button to speak with the church official to access the following options. Note that not every church allows you to make confession (save), but most of them do.



- Confession:** Save your progress in one of the three available Adventure Logs.
- Resurrection:** Revives a fallen party member and restores him/her to full HP (see following table for cost).
- Benediction:** Lift a curse from a party member. This is useful when a malicious piece of equipment has been equipped.
- Divination:** Find out how much experience each party member needs to reach his or her next level.
- Purification:** Treat a party member for poison. This is beneficial when the party has no antidotal herbs or knowledge of the Squelch spell.

Resurrection Fees									
LVL	COST	LVL	COST	LVL	COST	LVL	COST	LVL	COST
1	10	21	450	41	1690	61	3730	81	6570
2	10	22	490	42	1770	62	3850	82	6730
3	10	23	530	43	1850	63	3970	83	6890
4	20	24	580	44	1940	64	4100	84	7060
5	30	25	630	45	2030	65	4230	85	7230
6	40	26	680	46	2120	66	4360	86	7400
7	50	27	730	47	2210	67	4490	87	7570
8	70	28	790	48	2310	68	4630	88	7750
9	90	29	850	49	2410	69	4770	89	7930
10	110	30	910	50	2510	70	4910	90	8110
11	130	31	970	51	2610	71	5050	91	8290
12	150	32	1030	52	2710	72	5190	92	8470
13	170	33	1090	53	2810	73	5330	93	8650
14	200	34	1160	54	2920	74	5480	94	8840
15	230	35	1230	55	3030	75	5630	95	9030
16	260	36	1300	56	3140	76	5780	96	9220
17	290	37	1370	57	3250	77	5930	97	9410
18	330	38	1450	58	3370	78	6090	98	9610
19	370	39	1530	59	3490	79	6250	99	9810
20	410	40	1610	60	3610	80	6410		

BANK

Starting in Chapter 5, you can visit a bank in Endor and deposit the party's gold coins (in 1,000 increments) for safe-keeping. Keeping your gold coins in the bank protects them from getting stolen if your party gets wiped out in battle. Under normal circumstances, the party loses half the gold coins they're carrying if defeated. Store the gold coins you're not going to use right away in the bank to keep them safe from those thieving monsters!

BARS

Most of the larger towns have a bar for the citizens to relax in at night. These bars are typically open during the day, but there are only a few people in them—most employees are busy preparing the bar for the evening crowd.

Return at night and talk to each person in the bar, as one or two people usually have something interesting to say.



CASINO

The casino in the basement of the bar in Endor is available during Chapters 2, 3, and 5. The casino contains three types of games and allows the party to exchange their gold coins for casino tokens in hopes of winning some valuable prizes. See the book for full details about each of the games.

separate "Casino" chapter in this book for full details about each of the games.

MANAGING YOUR INVENTORY

A big part of any RPG—and *Dragon Quest IV* is certainly no exception—is successfully managing the multitude of items and equipment. Each party member can carry up to 12 individual items, which means the surplus must be carried by another character or placed in the bag. The bag has unlimited carrying capacity.



Manage your inventory by first selecting the Items screen, then by selecting a character who is carrying the item you want to use or equip. Next, choose from one of the following options:

Use: Use the item right away. This is the primary option for consumable items such as medicinal herbs and other repeat-use items like the night light and sands of time. Depending on the item, you may have to select a character to use it on. Remember that one character can administer items to others. For this reason, you should always have your most powerful character (usually the hero) carry the truly valuable items, so that he can help keep the others alive in times of crisis.

Equip: Equip the character carrying the item with the piece of equipment in question. Consult the upper screen to see if the piece of equipment will raise the character's stats before equipping it. If you want to equip another character with the item, then transfer the item to that character.

Transfer: Give the item to another character or put it in the bag. Select this option, then choose the person or bag to which you'd like to give the item. You may need to swap out the item for another one if the character has no more room.

Appraise: This option is only available when Torneko is present. Torneko inspects the item closely, describes what it does, who can equip it, and how much it can be sold for in a shop.

Discard: There's really no reason to throw away any items, as they can always be placed in the bag and sold to a shop at a later time. The only time you may want to discard an item is if it's a cursed piece of equipment such as the death mask or massacre sword.

One of the best ways to earn money is to sell unused equipment. Although many players like to hold onto all of their equipment in order to have a full collection, there is really no reason to do so in *Dragon Quest IV*. There are a few items that can only be obtained once and if you try to sell those items, the shopkeeper mentions their rarity. It's perfectly understandable not to sell those items. However, the majority of the items can be acquired from other shops or other means, so consider selling them anyway.



PARTY ATTRIBUTES AND STATUS EFFECTS

Use the Attributes option on the menu screen to view information about each party member. Scroll between characters to view their currently equipped weaponry and armour, their stats, their total experience, and the party's gold coins. Press the A or X Button to view the list of available magic for each character, too.



ATTRIBUTES

- HP (Hit Points): Represent a character's health and stamina. Characters lose HP when attacked by monsters or when they walk on cursed ground, but it can be replenished through magic or by consuming items such as a medicinal herb. Staying at an inn also restores HP. Maximum HP is 999.
- MP (Magic Points): Indicate the character's magic power. Not all characters can cast magic, but those who can must have enough MP to power the spell. Each spell requires a different amount of MP, so it's important that each character has plenty of available MP. You can restore a character's MP with magic water or by staying at an inn. It's also possible to gain MP by casting the Drain Magic spell to steal the MP from monsters. Maximum MP is 999.
- Strength: This shows the character's attack power. The higher the character's strength rating, the more damage he or she can inflict during physical combat. Maximum strength is 255.
- Agility: The higher a character's agility rating, the sooner he or she can take a turn during combat. Characters with a high agility rating are likely to attack first in battle. Maximum agility is 255.
- Resistance: This number dictates the character's ability to withstand attacks and minimize damage. The higher the character's resistance rating, the less damage he or she takes from enemy attacks. Maximum resistance is 255.
- Wisdom: This value illustrates when a character will learn a particular spell. Under ideal conditions, those characters capable of learning magic spells acquire them at the levels listed in the "Characters" chapter of this book. Characters who gain wisdom increases at a slower rate may not learn the next spell until reaching 1 or 2 (max) levels higher than specified. Maximum wisdom is 255.
- Luck: The higher a character's luck rating, the more likely the character is to land a critical hit, dodge enemy attacks, or benefit from other advantages in battle. Maximum luck is 255.
- Attack: A character's attack rating is a combination of his strength rating and the ATK power of the currently-equipped weapon. The amount of damage inflicted with each attack increases by one for every attack increase of two.
- Defence: A character's defence rating is a combination of his resistance rating and the total DEF power of his equipment. The amount of damage incurred by enemy attacks decreases by one for every defence increase of four.

LEVELING UP

Characters become stronger throughout the game by defeating enemies and gaining experience. The entire party, regardless of who is actively involved and who is in the wagon (Chapter 5 only), gains experience from each battle. This experience accumulates throughout the game and serves to "level up" the characters as they reach certain individual experience milestones. Not all characters level up at the same rate. Those characters who use magic level up at a much slower rate than, for example, Ragnar and Alena, who tend to level up much faster.

Each time a character levels up, he or she receives an increase in HP and MP (if applicable) as well as an increase in other attributes. The amount of increase slightly varies each time you play. For example, it's common for the hero to receive an HP increase of 8~10 and his MP and strength ratings by 3~4. Stats that increase by two or less will always increase the same amount. However, those who consume a lot of seeds run the risk of increasing their stats much higher than they should be at a particular level and their level increase may be reduced to zero.

STATUS EFFECTS

Many of the monsters in the game can inflict the party with status effects that render them unable to fight. Many of these status effects wear off over time, but others are downright deadly. Check the character profile on the top screen to see if a character has been affected.



Negative Status Effects			
NAME	DESCRIPTION	TURN LIMIT	HOW TO CURE
Poison	Poisons the body and inflicts damage with movement through dungeons and in field. HP will not decrease below 1.	N/A	Antidotal herb, church purification, Squelch.
Confusion	Character takes irresponsible actions and sometimes attacks other party members or self.	6-9	Lucida shard, battle end
Sleep	Character falls asleep and takes no action. Taking a direct attack from a monster will awaken them.	2-5	Cock-a-doodle-doo, battle end
Paralysis	The character's body is bound and rendered motionless. The character cannot make any actions during their turn.	5-8	Moonwort bulb, Tingle, battle end
Dazzled	Illusions surround the character, causing attacks to miss two-thirds of the time. Character can be given other commands.	5-8	Battle end
Fuddle	The character cannot cast any magic spells. Trying to do so will still consume MP, but nothing will occur.	7-10	Battle end

Not all status effects are bad! There are several others that can be inflicted on the party (or on enemies) through the use of magic spells and by using certain pieces of equipment as a tool in battle. Experiment with different combinations of spells and try to "stack" these effects by casting them two or more times to extend the length of time they are active and/or to double their effect.

PARTY TACTICS

Access the Miscellaneous menu in Chapter 5 to assign specific battle tactics to each party member. Doing so allows you to assign each character with a general battle strategy instead of giving commands for each turn. Then when it's their turn, they act independently within line of the assigned tactic. There's no guarantee the character always follows the correct tactic, but the various battle tactics provide a fair amount of control without having to manually give orders every turn. This is a fantastic way to speed up the battles and focus on the hero.



- Show No Mercy:** Forces the character to attack with reckless abandon. The character performs his most powerful physical and magical (if applicable) attacks to defeat the monster as quickly as possible. They won't use healing magic or items or support the other party members.
- Fight Wisely:** This is a good balanced plan for characters with a variety of options. Characters attack when it makes sense to do so, but they also periodically defend and support the other party members.
- Watch My Back:** Instructs the character to focus on healing and supporting the hero and other party members. The character occasionally attacks the enemy or benefits the party with status effects, and focuses on defending when not helping the others.
- Don't Use Magic:** Orders the character to conserve MP and attack only with physical attacks. The character may still use items or defend.
- Focus on Healing:** The character focuses only on healing and aggressively serves to keep the party's HP levels topped off.
- Follow Orders:** Issue this command to take direct control of the character.

TRANSPORTATION

The party has access to three main modes of transportation (other than walking): wagon, ship, and balloon. Continue reading to learn about each of these three transport mechanisms. Note that these don't become available until Chapter 5.

Wagon: The wagon is essential to the party's journey because it allows for more than four party members to travel together. Those not in the active line-up simply ride along in the wagon. Although the wagon must wait outside of towns, castles and dungeons, you can swap characters in and out of the active line-up whenever in the field. You can even do this during a random monster battle!



Ship: The party can travel together with the wagon by ship. Simply walk from the field onto the ship to take control of the ship and sail across the oceans and rivers. To exit the ship, simply steer it against solid ground and the party automatically exits the ship. Beware that there are plenty of monsters lurking in the sea, so don't let your guard down!



Balloon: The balloon allows the entire party (and the wagon) to travel high above the surface of the planet and go anywhere in the world without fear of random encounters. The balloon makes it possible to cross mountains, oceans, deserts, and every other type of terrain. Although you can't land the balloon on the ocean or in mountainous terrain, a simple press of the A Button forces the balloon to land. To reenter the balloon, just walk up to it and press the A Button to take off.



Always By Your Side

Don't worry about losing the ship or balloon if you use the Zoom spell (or a chimaera wing) to zip around the world. Both the balloon and the ship remain planted outside the town or castle that you Zoom to.

Magic

Many of the characters who join your party have access to an ever-growing number of magical spells and abilities. Spells and abilities are learned as the characters level up and reach particular wisdom ratings. See the tables in the "Characters" chapter for a list of the spells each character learns.

MAGIC

ATTACK MAGIC

FIRE MAGIC



Magic	Type	MP	Dmg	Description
Frizz	Fireball	2	11	Singes a single enemy with a small fireball.
Frizzle	Fireball	4	80	Burns a single enemy with a large fireball.
Kafrizzle	Fireball	10	180	Incinerates a single enemy with an enormous fireball.
Sizz	Blaze	4	20	Singes a group of enemies with a blazing fire.
Sizzle	Blaze	6	35	Burns a group of enemies with a blazing wall of fire.
Kasizzle	Blaze	10	100	Scorches a group of enemies with the blazing flames of the underworld.
Bang	Explosion	5	20	Damages all enemies with a small explosion.
Boom	Explosion	8	60	Engulfs all enemies in a large explosion.
Kaboom	Explosion	15	140	Blasts all enemies with an incredibly violent explosion.

ICE MAGIC



Magic	Type	MP	Dmg	Description
Crack	Ice	2	13	Pierces a single enemy with razor-sharp icicles.
Crackle	Ice	5	40	Rips into a group of enemies with sharp icicles.
Kacrack	Ice	8	70	Lacerates all enemies with a razor-sharp icicle shower.
Kacrackle	Ice	11	100	Skewers all enemies with a hail of sharp icicles.

WIND MAGIC



Does 186 points of damage to emperor hyvern A.

Magic	Type	MP	Dmg	Description
Woosh	Wind	2	15	Slices through a group of enemies with a small whirlwind.
Swoosh	Wind	4	40	Slices through a group of enemies with a powerful whirlwind.
Kaswoosh	Wind	8	90	Slices through a group of enemies with a ferociously destructive whirlwind.
Thin Air	Wind	0	--	Generates a powerful vacuum-vortex that slices all enemies to ribbons.

LIGHTNING & THUNDER MAGIC



Brady casts Kazap!

Magic	Type	MP	Dmg	Description
Zap	Lightning	4	80	Calls down lightning on a single enemy.
Kazap	Lightning	15	20	Calls down powerful thunderbolts on all enemies.
Kazapple	Lightning	15 each	350	Draws on the party's combined power (15 MP each) to zap a single enemy.
Lightning Storm	Thunder	25	210-290	Strikes down all enemies with mighty thunderbolts.
Gigasword	Thunder	15	350	Imbues a sword with holy lightning to slice a single enemy.

DEATH MAGIC



Psaro casts Kathwack!

Magic	Type	MP	Dmg	Description
Poof	Banish	3	--	Makes a group of enemies vanish in a flash of light.
Whack	Death	4	--	A cursed incantation that sends an enemy to the hereafter.
Thwack	Death	7	--	An incantation that sends a group of enemies to the hereafter.
Kathwack	Death	15	--	An incantation that sends all enemies to the hereafter.

STATUS EFFECT MAGIC



Meena casts Snooze

STATUS BOOSTING MAGIC



Hero is enveloped in a purple mist!

Magic	Type	MP	Dmg	Description
Snooze	Sleep	3	--	Puts a group of enemies to sleep.
Kasnooze	Sleep	3	--	Puts a single enemy to sleep... most of the time.
Fizzle	Seal Magic	3	--	Prevents a group of enemies from using magic.
Dazzle	Mesmerize	4	--	Envelops a group of enemies in illusions.
Fuddle	Mesmerize	5	--	Sends a single enemy into a state of confusion.
Sap	Lower DEF	3	--	Reduces the defence of a single enemy.
Kasap	Lower DEF	4	--	Reduces the defence of a group of enemies.
Drain Magic	Drain	0	--	Steals MP from a single enemy.

Magic	Type	MP	Description
Bounce	Reflect	4	Forms a protective barrier that reflects enemy's and party's spells alike.
Buff	Bolstering	3	Raises the defence of a single party member.
Kabuff	Bolstering	4	Raises the defence of all party members.
Oomph	Strengthening	6	Increases the attack power of a single party member.
Kaclang	Steel skin	2	Turns the party to steel.
Snub	Barrier	2	Envelops an ally in a magic-neutralizing mist.
Cock-a-doodle-doo	Remedy	2	Cures all party members of the effects of sleep.
Hocus Pocus	Random	20	Take a chance with Lady Luck! Only she knows what will happen—20+ possible variations.
Tingle	Remedy	2	Cures all party members of the effects of paralysis.
Squelch	Remedy	2	Cures a single ally of the effects of poison.
Insulatle	Barrier	6	Protects all party members from fire- and ice-based attacks.
Accelerate	Speed	3	Raises the agility of all party members.

SUPPORT MAGIC

HEALING & RESURRECTION MAGIC



Hero recovers HP!

Magic	Type	MP	Description
Heal	Healing	2	Restores at least 30 HP to a single ally.
Midheal	Healing	4	Restores at least 75 HP to a single ally.
Fullheal	Healing	6	Restores all HP to a single ally.
Midheal	Healing	10	Restores at least 100 HP to all party members.
Omniheal	Healing	20	Restores all HP to all party members.
Zing	Resurrection	8	Resurrects a fallen ally with 50% success rate.
Kazing	Resurrection	15	Resurrects a fallen ally.
Kerplunk	Resurrection	All	Sacrifice your own life to resurrect all other party members.

EXPLORATION MAGIC



Reports the number of nearby treasures

Magic	Type	MP	Description
Zoom	Movement	4	Return instantly to various previously-visited locations.
Evac	Movement	4	Exit instantly from dungeons, caves, and towers.
Safe Passage	Movement	2	Allows party members to pass unscathed over harmful ground.
Holy Protection	Movement	4	Generates a holy aura that keeps weaker monsters away.
Peep	Investigation	2	Reveals the nature of the treasure in a chest.
Snoop	Investigation	2	Locates hidden curiosities through the power of magic.
Tick-tock	Time	4	Summons night during day, and day during night.
Eye for Distance	Guidance	0	Locates nearby settlements.
Nose for Treasure	Guidance	0	Reports the number of nearby treasures.
Padfoot	Stealth	0	Lowers the risk of being detected by monsters for a while.
Whistle	Attraction	0	Summons monsters with a whistle.



Prologue

The story of *Dragon Quest IV: Chapters of the Chosen* begins with a young hero taking his lumps in a dark, dank underground storage room. His trainer is charged with helping him to become a mighty warrior, but one can only train so much in any given day; it's time for the hero to get some rest.

Take a moment to smash the various pots and barrels lying around the area to gain several consumable items and some gold coins. Head up the steps to find more breakable items and smash them, too! The hero won't have to recover from any poisonings or enemy attacks anytime soon, but searching for items is a good habit to start early.



A strange voice calls out to the hero from the creek and just as he crosses the bridge, a talking frog leaps out of the water. Follow the frog back to the storage room to meet Eliza. Eliza is a friend of the hero's and she has recently learned how to cast a magic spell known as Morph. She then shows off her new ability by turning from a girl into a frog and even into a rabbit!

Take a stroll around the tiny hamlet where the young hero lives and meet the other villagers before entering the large house to the west. This is the hero's house and his mother and father are about to have dinner. Take a seat at the table to have dinner with them.



All is safe and well in this quaint village, but trouble is not far off. Somewhere faraway, unbeknownst to the hero, an evil force begins to stir...

Ragnar McRyan and the Case of the Missing Children

This is a tale of palace guards in a small kingdom called Burland. Among their number is a brave soldier by the name of Ragnar McRyan. One morning, King Burnard summons all of the guards to the main hall of the castle.

THE KINGDOM



The region where Ragnar McRyan's quest takes place isn't terribly large. The town of Burland, where the castle is located, is nestled in the mountains southeast of a large lake. A river separates the capital from a small village to the north named Strathbaile. Those wishing to cross the river must navigate an underground cavern to the west. West of the village, rising up from the middle of a lake, is a mysterious tower.



RAGNAR'S QUEST

- Learn about the missing children from King Burnard at the castle.
- Talk to the residents of Burland town for clues and stock up on items.
- Navigate the Strathbaile Burrow to the northwest of Burland and exit on the north side of the river.
- Search Strathbaile for clues and talk to the man in the underground jail.
- Return to Burland town and tell Aigneas about the man named Angus in the jail.
- Guide Aigneas to her husband in the Strathbaile jail and learn about the hidden playground.
- Descend into the hidden well to the southeast of Strathbaile and locate the talaria and Healie.
- Enter Loch Tur and rescue the children from Psaro's Pawn and its winky servant.
- Guide the rescued children back to their moms in Strathbaile.
- Return to Burland Castle and speak with King Burnard to claim a reward.

MONSTERS OF THE FIELD

SLIME

HP	EXP	GOLD	MAP SECTORS
A B C			
8	1	2	A B C

SCISSOR BEATLE

HP	EXP	GOLD	MAP SECTORS
A B C			
9	1	4	A B C

WIGGLY

HP	EXP	GOLD	MAP SECTORS
A B C			
11	3	6	A B C

AIR RAT

HP	EXP	GOLD	MAP SECTORS
A B C			
14	3	7	A B C

BUBBLE SLIME

HP	EXP	GOLD	MAP SECTORS
A B C			
12	6	8	A B C

STUMP CHUMP

HP	EXP	GOLD	MAP SECTORS
B C			
21	7	13	B C

Burland Castle

Suggested Level: 1

Locked Doors

	Thief's key x1
	None
	None



WALKTHROUGH

Item List

CONTAINER	MEDICINAL HERB	IN A DRESSER IN THE SOUTHEAST CORNER.
	Mini medal	Use the thief's key and Safe Passage spell during a later chapter.
	Seed of life	Use the thief's key and Safe Passage spell during a later chapter.
	Iron helmet	Use the thief's key and Safe Passage spell during a later chapter.
	750 gold coins	Use the thief's key and Safe Passage spell during a later chapter.
	Seed of strength	Use the thief's key and Safe Passage spell during a later chapter.
	Seed of agility	Use the thief's key and Safe Passage spell during a later chapter.

Locked Away Chests

Rotating the camera near the western side of the castle's main floor will no doubt bring into view a half-dozen treasure chests in a room that is currently inaccessible. Don't worry about them now; there will be plenty of time later! You can revisit Burland Castle during Chapter 5, and by then you'll have the **thief's key** needed to unlock the door leading into the room with the chests.



LOOKING FOR CLUES

King Burnard was very clear about the danger facing the children of Strathbaile and Burland; Ragnar mustn't waste too much time before heading out to rescue those who've gone missing. Take a moment to talk to each person wandering about the main floor of the castle, particularly the couple from Strathbaile and the old man near the bookshelves. Ragnar can also climb the main steps to the throne room to speak with King Burnard again, although this isn't necessary.

Collect the **medicinal herb** from the drawer in the southeast corner and read "A History of Bonnie Burland" from the left-hand bookshelf near the old man.



Robert the Burruce, founder of Burland, protected his domain from monsters when it was little more than a wee hamlet.



Burland Town

Suggested Level 1

Locked Doors



None



None



None



Item List

CONTAINER	ITEM	NOTE
	5 gold coins	Inside the house in front of the well.
	3 gold coins	Next to the item shop.
	Medicinal herb	Outside the inn.
	Seed of strength	Inside Aigneas's house, near the door (rotate camera).
	Leather shield	On the second floor of the armour shop.



Weapon Shop

ITEM	COST	ATK	HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA	KIRYL	TORNEXO	MAYA	MEENA
Oaken club	30	+7	X	X	X	X	--	X	X	--	X
Copper sword	100	+12	X	X	X	--	--	X	X	--	X
Divine dagger	200	+14	X	X	X	X	--	X	X	X	X
Chain sickle	550	+20	X	X	X	X	--	X	X	--	X



Armour Shop

ITEM	COST	DEF	HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA	KIRYL	TORNEXO	MAYA	MEENA
Leather armour	180	+12	X	X	X	X	X	X	X	--	--
Chain mail	350	+18	X	X	X	X	--	X	X	--	--
Leather shield	90	+4	X	X	X	--	X	X	X	--	X
Scale shield	180	+7	X	X	X	--	X	X	X	--	X
Leather hat	65	+2	X	X	X	X	X	X	X	X	X
Hardwood headwear	120	+6	X	X	X	--	--	X	X	--	--



Item Shop

ITEM	COST	EFFECT
Medicinal herb	8	Restores a little of one party member's HP.
Antidotal herb	10	Cures a party member of poison.
Holy water	20	Wards off weaker enemies for a short term.

A MISSING HUSBAND, TOO!

Ragnar can gather a lot of information by talking to the residents of Burland town, in particular how to get to Strathbaile. But what's especially important to learn here is that a woman by the name of Aigneas has seemingly lost her husband, Angus. He went off adventuring and hasn't been seen since. Aigneas is the lady pacing back and forth by the house near the church.



As a Royal Guard, it should come as no surprise that Ragnar's initial set of equipment is decent. The one thing he's missing, though, is a shield. To acquire a shield, enter the house where the armour shop is located and take the **leather shield** from the dresser on the second floor. Now use the King's gold to buy one or two medicinal herbs and a leather hat before leaving town.



A First Foray into the Field

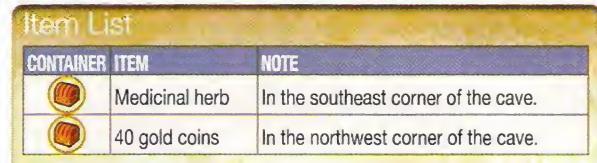
Approaching the edge of town transitions Ragnar from inside the town to what is called the "field." Although towns are off-limits to monsters under most circumstances, Ragnar nevertheless encounters various monsters in the field. Although this may sound troubling, the encounters with monsters in the field are not only the key to Ragnar gaining experience and leveling up, but they also provide an excellent source of gold coins. Some monsters even drop useful items and weapons!



One thing for sure is that the field is not a safe place. Top off Ragnar's HP at an inn before leaving town and always save your game at the church. Lastly, if all is going well, use the Quick Save feature on occasion just in case things go awry.

MULTIPLAYER

Strathbaile Burrow



UNDER THE RIVER

Ragnar can use this underground burrow to bypass the river and access the town of Strathbaile to the north. There are a couple of chests to find in the cavern. Ragnar also encounters a fellow guard, but he's of no real consequence.

This cave is home to many of the monsters seen in the field, but also one known as a healslime. Healslimes attack with their tentacles and can also cast Heal to replenish lost HP. They can even heal other monsters, so defeat them quickly!



Strathbaile

Suggested Level	3
Locked Doors	
	None
	None
	Ultimate key x1



Item List

CONTAINER	ITEM	NOTE
	3 gold coins	Next to the item shop.
	5 gold coins	Behind the weapons shop.
	25 gold coins	At the bottom of the well.
	Medicinal herb	In the underground jail.
	Mini medal	Use the ultimate key to unlock the jail cell during a later chapter.
	Plain clothes	In the first floor of the inn.
	Medicinal herb	In the school building.
	Medicinal herb	Behind the church.



Weapon Shop

ITEM	COST	ATK	HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA	KIRYL	TORNEKO	MAYA	MEENA
Copper sword	100	+12	X	X	X	--	--	X	X	--	X
Divine dagger	200	+14	X	X	X	X	--	X	X	X	X
Hunter's bow	350	+18	X	X	X	X	X	X	X	X	X
Chain sickle	550	+20	X	X	X	X	--	X	X	--	X
Iron lance	880	+28	X	X	X	--	--	X	X	--	--



Armour Shop

ITEM	COST	DEF	HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA	KIRYL	TORNEKO	MAYA	MEENA
Chain mail	350	+18	X	X	X	X	--	X	X	--	-
Bronze armour	700	+25	X	X	X	--	--	X	X	--	X
Iron armour	1200	+30	X	X	X	--	--	X	--	--	X
Scale shield	180	+7	X	X	X	--	X	X	X	--	X
Iron shield	650	+12	X	X	X	--	--	X	X	--	X
Hardwood headwear	120	+6	X	X	X	--	--	X	X	--	--



Item Shop

ITEM	COST	EFFECT
Medicinal herb	8	Restores a little of one party member's HP.
Antidotal herb	10	Cures a party member of poison.
Holy water	20	Wards off weaker enemies for a short term.



A THIEF IN JAIL

Nearly everyone in Strathbaile is abuzz about the man who was recently thrown in jail for stealing bread. They say he was so scared, he started imitating a child. Take a moment to rest up at the inn and search for items and gold around the village before saving your game at the church.

Descend the stairs behind the church and talk to the prisoner to find out who he is. It turns out that the man in the jail is none other than Angus, the missing husband from Burland town!



Return to Burland and tell Aigneas that her husband is in the Strathbaile jail. She'll join Ragnar's party (although she will not participate in combat) and ask that he escort her to Strathbaile. Guide her back to the Strathbaile jail to reunite the couple. Angus thanks Ragnar and tells him about a secret playground in the forest to the southeast. He thinks there may be a clue there! Head to the forest at once and walk in a southeasterly direction from the signpost to locate the hidden playground.



Day and Night Differences

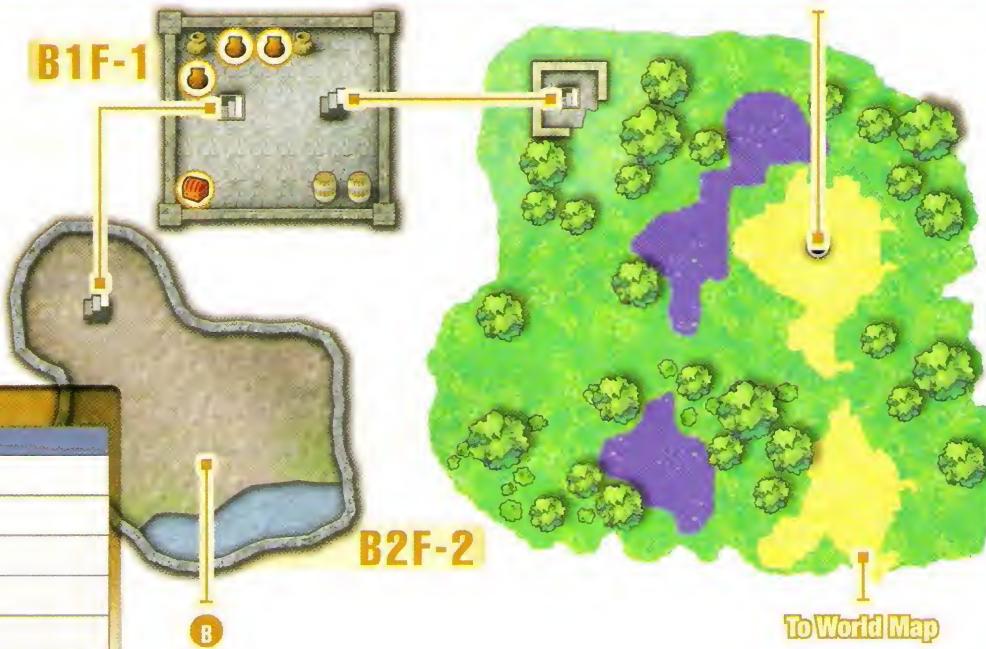
Depending on whether you enter Strathbaile during the day or at night, there may not be many people around to speak with or purchase items from. Although the man in the jail cell is a bit more forthright with his name at night, you can exit the town and battle monsters until daybreak and then return to town to go shopping. Another option to speed through the night is to stay at the inn.

Those who choose to leave the village and fight through the night will likely encounter dreadful bubble slimes, monsters capable of poisoning their prey. Be sure to take along an antidotal herb or two!

WALKTHROUGH

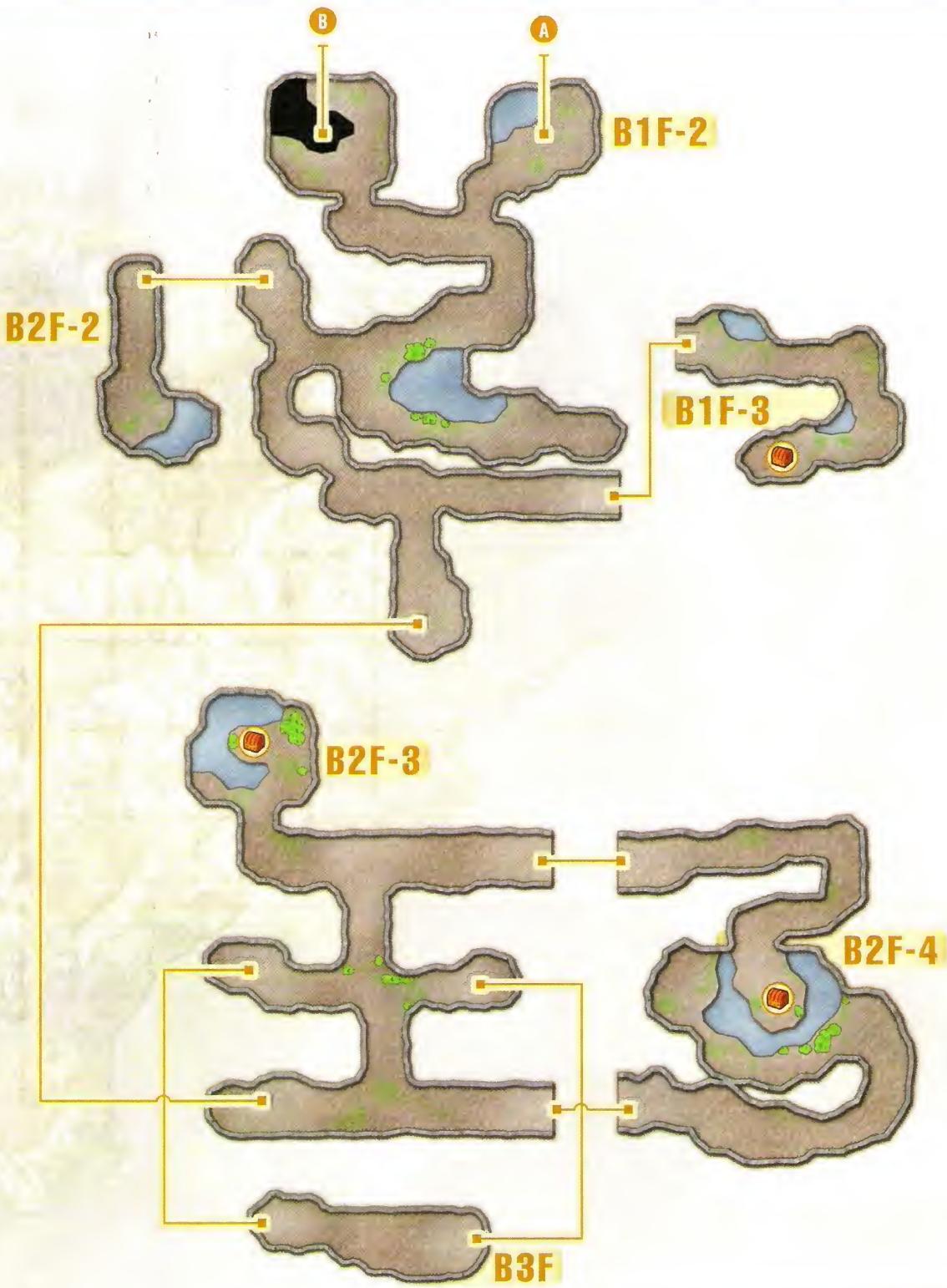
The Auld Well

Suggested Level		4
Locked Doors		
None	None	None



Item List

CONTAINER	ITEM	NOTE
	Seed of agility	Located in B1F-1.
	Medicinal herb	Located in B1F-1.
	15 gold coins	Located in B1F-1.
	Seed of life	Located in B1F-1.
	Medicinal herb	At the dead-end in B1F-3.
	Talaria	In the northwest corner of B2F-3.
	580 gold coins	In the center of B2F-4.



FIRST ENCOUNTERS

MAD MOLE

HP	EXP	GOLD	MAP SECTORS
16	9	10	--

WINKSTER

HP	EXP	GOLD	MAP SECTORS
17	11	13	--

IN SEARCH OF LOST SHOES

The mysterious clearing in the forest will only open to Ragnar once he learns of its location from Angus. This area contains an old well in the center and a small, square-shaped ruin in the northwest corner. It also features a toxic purple liquid that drains HP! Descend the stairs in the crumbling foundation to the northwest and gather the items there, then return to the surface and descend into the well.



A voice will call out to Ragnar as he nears the well and it will guide Ragnar in the proper direction. Head south through area B1F-2 and descend the next set of stairs to B2F-3. Once there, head to the northwest corner to find the **talaria**, a magical pair of shoes that allows its wearer to leap to great heights.



After you obtain the talaria, you'll hear someone call out. Head east from the bottom of B2F-3 and enter B2F-4. Here you

will meet Healie, a friendly healslime who dreams of becoming a human. Agree to let him join your party and lead the way back out of the well (don't forget to grab the **580 gold coins** from the nearby chest).



Healie

A secondary character who fights alongside Ragnar, but is not controlled by the player.

Companion Stats

ATTRIBUTE	RATING	ATTRIBUTE	RATING	ATTRIBUTE	RATING
HP	35	AGI	56	LCK	30
MP	30	RES	28	ATK	9
STR	9	WIS	12	DEF	28



Magic: Heal

Healie isn't much of a fighter, but he can periodically cast Heal on Ragnar (or himself), thus minimizing the need to carry extra medicinal herbs. But don't get too reliant on him, as he occasionally gets caught up in the heat of the battle and will either attack or defend when he should be casting Heal. Healie will not level up, nor can he be given equipment. You can use consumable items on Healie during battle, if needed.



Strathbaile Stop-Off

Ragnar's next stop is the mysterious Loch Tur to the west, but be sure to stop at Strathbaile and spend some of that gold found in the well. Purchase and equip the chain mail and hardwood headwear, as well as the chain sickle. Also, make sure Ragnar has at least three or four medicinal herbs. It's okay to keep some in the bag, but only those being carried by Ragnar will be accessible during battles.

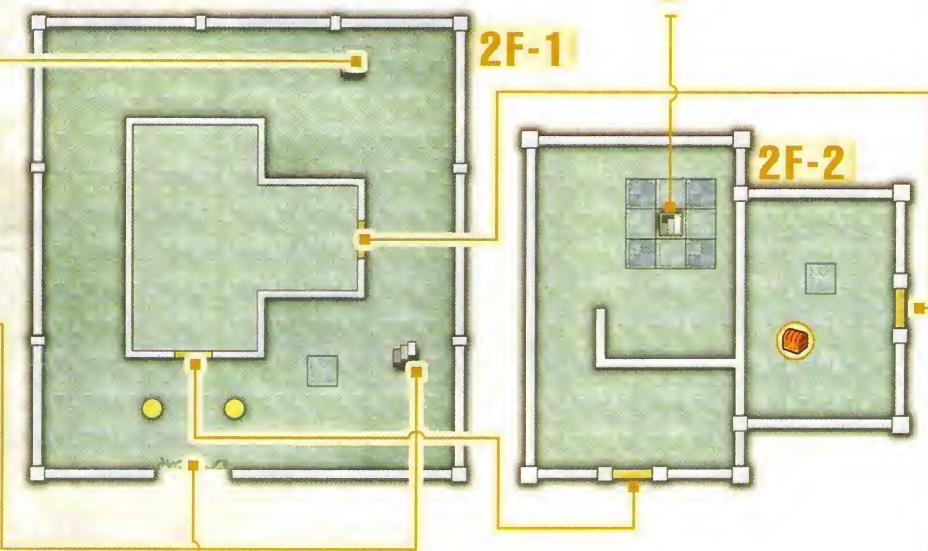
WALKTHROUGH



Loch Tur



3F



2F-1

2F-2

A

[To World Map](#)

4F



Item List

CONTAINER	ITEM	NOTE
	Chimaera wing	Along the western edge of 3F.
	Seed of strength	In the northeast corner of 3F.
	640 gold coins	In the small central room on 2F-2.
	Scale shield	In the larger central room on 2F-2.
	Cautery sword	In the northwest corner of 1F.
	Seed of resilience	In the northeast corner of 1F.

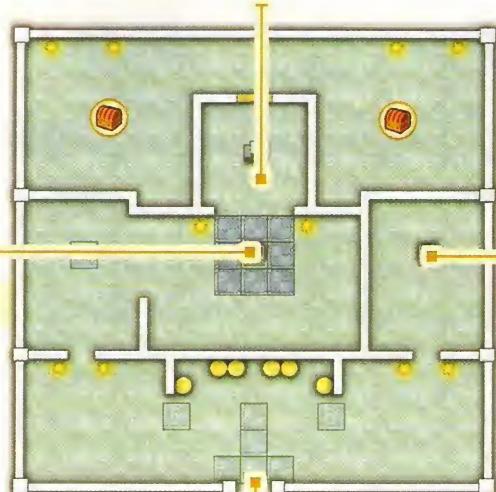
[To World Map](#)

B1F-1

B1F-2



1F



[To World Map](#)

FIRST ENCOUNTERS

BODKIN ARCHER

HP	EXP	GOLD	MAP SECTORS
21	13	15	--

BLINKSTER

HP	EXP	GOLD	MAP SECTORS
33	18	20	--

BANTAMWEIGHT

HP	EXP	GOLD	MAP SECTORS
31	20	9	--

PICKSY

HP	EXP	GOLD	MAP SECTORS
29	16	20	--

SPLATYPUNK

HP	EXP	GOLD	MAP SECTORS
22	14	10	--

ENTER THE TOWER

King Burnard's kingdom isn't very large and there is only one other place Ragnar can go in search of the children—the mysterious tower near the lake. Although the tower is surrounded by a moat, Ragnar can use the talaria to leap high into the sky, clear the lake, and land on the tower's fourth floor!



Once inside Loch Tur, descend to the first floor while pausing to collect the contents of each chest and to battle the many monsters here. Keep Healie safe and use any found items to increase Ragnar's stats—they won't do any good in the bag! Find and equip the **scale shield** and **cautery sword** and top off both party members' HP before descending one more flight of stairs to the throne room on level B1F-2.



Ragnar puts on the talaria... and soars high into the air!

Fallen Soldier

The soldier lying on his back on the second floor speaks of the Lord of the Underworld and his plans to kidnap the children of the land in order to find the one true hero who can defeat him before he grows strong enough to fight. The identity of the hero is unknown, so all of the young must be protected for the sake of mankind!

Recover for Free

Don't head to the throne room without first using the staircase in the center of the first floor to descend to a room with a magical font. Step into the shimmering green aura to top off the party's HP and MP.



ENEMY BATTLE

Psaro's Pawn

HP
250

EXP
73

GOLD
60



Winky

HP
42

EXP
27

GOLD
40



Recommended Status & Equipment

CHARACTER	LEVEL	WEAPON	ARMOR	SHIELD	HELM	ACCESSORY
Ragnar	7	Cautery sword	Chain mail	Scale shield	Hardwood headwear	--
Healie	N/A	--	--	--	--	--

Psaro's Pawn predominantly attacks with fire-based magic that can inflict moderately heavy damage to Ragnar and Healie. Although Healie will do his best to keep Ragnar's HP topped off, it's important to use a medicinal herb if Ragnar's HP gets below 18. Don't rely entirely on Healie! Likewise, give Healie a medicinal herb if his HP gets too low.



Winky Winky
Woah! Help! Help! I'm scared!



The key to winning this fight is to focus on the winky right away. The winky only has a few HP compared to Psaro's Pawn and can be eliminated quickly, thereby halving the number of enemy attacks Ragnar has to contend with. The winky's primary attack is rather weak, but it emits a powerful, laser-like attack after its color changes. Psaro's Pawn can deal between 12-18 damage. It will likely take at least 10 attacks with the cautery sword to finish him off, so get to it!

RETURN THE KIDDIES

The missing children will come running to Ragnar after the fight. Guide them to the second floor (2F-1) of the tower and drop off the southern ledge to exit the tower. Once outside, lead the children back to Strathbaile, then return to Burland Castle to let King Burnard know the case has been solved. King Burnard will reward Ragnar with enough EXP to level him up to Level 15! And best of all, he'll permit Ragnar to continue investigating the mysterious Lord of the Underworld!

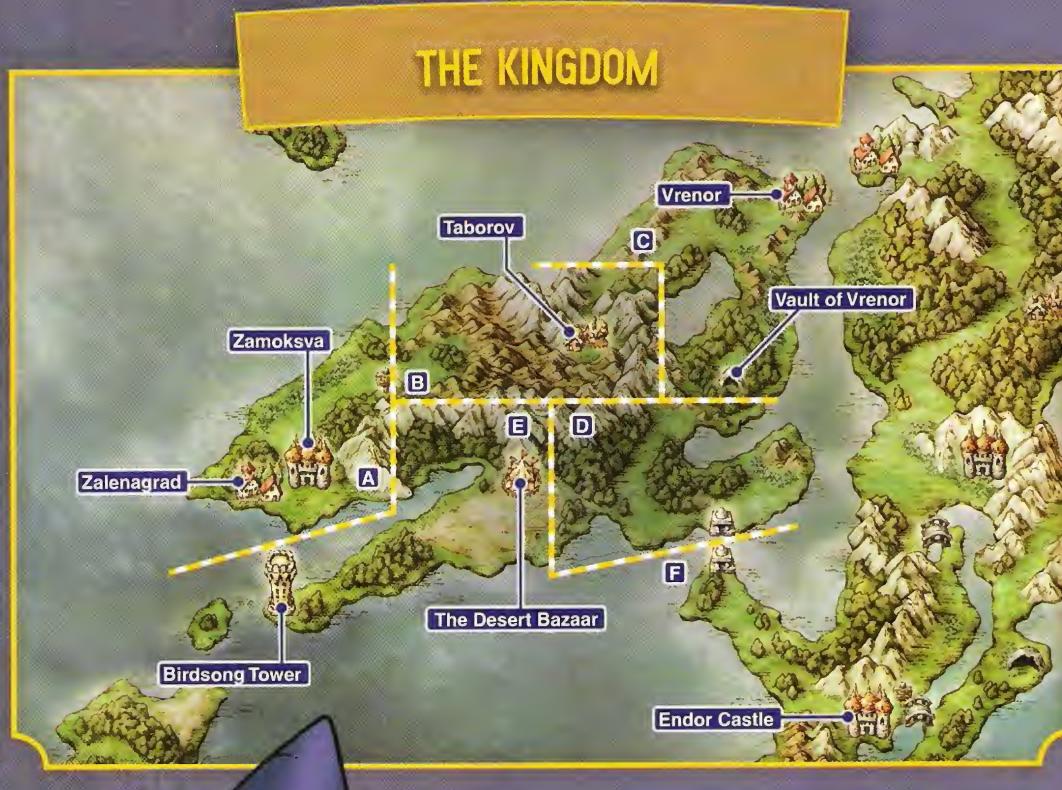


Prepare for the Future!

This isn't the last you've heard of Ragnar. Each of the major characters you control during the first four chapters of the game will return to the story during the fifth chapter. They will return with the same items, equipment, and stats as they have upon completion of their individual chapters. Although Ragnar will not retain any of the gold he is currently carrying when he rejoins the story in Chapter 5, you can spend that money now on weapons and armor that can be sold or given to other characters later. As long as the items are being carried by Ragnar or placed in the bag, they will be available when he rejoins in Chapter 5.

Alena and the Journey to the Tourney

Once upon a time, in a land far away, there was a tomboy princess named Alena. Her rough-and-tumble ways constantly worried her father, Tsar Stepan. One morning, he summoned her to his throne room...



WALKTHROUGH

Alena is the Tsarevna of a land ruled by her father, Tsar Stepan. The area is home to many dangerous monsters and a host of different environments. Mountains rim the area near the castle, but dry deserts separate many of the towns from one another. The large desert south of the mountains is home to a traveling desert bazaar. Those fortunate enough to receive permission to utilize the teleportal south of Vrenor can explore the area across the river and visit the kingdom of Endor.

ALENA'S QUEST



- ienes Sneak out of Zamoksva Castle without the Tsar finding out.
- ienes Borya and Kiryl will follow after Alena and join her on her adventure.
- ienes Talk to the people of Zalenagrad and learn about the village east of the mountains.
- ienes Agree to take Anastasia's place during the sacrifice and defeat Master Kung.
- ienes Learn about the imposter in Vrenor and the ransom demanded by her imposters.
- ienes Explore the Vault of Vrenor and retrieve the amulet of transmutation to give to the kidnappers.
- ienes Visit the desert bazaar to purchase additional equipment and hear news concerning Tsar Stepan.
- ienes Tsar Stepan loses his voice. Alena must speak to Old Starek about the condition.
- ienes Return to Zalenagrad and speak to Josef Starling to learn his trick to curing a lost voice.
- ienes Speak with the woman at the item shop at the desert bazaar about the birdsong nectar.
- ienes Retrieve the birdsong nectar from the elves at Birdsong Tower and deliver it to the Tsar.
- ienes Use the teleportal east of the desert bazaar to reach the town of Endor.
- ienes Equip Alena with the best equipment available in Endor and level her up to level 13 or higher.
- ienes Enter and win the tournament in Endor Castle to save the princess from an arranged marriage.
- ienes Return to Zamoksva Castle and exit through the hole in Alena's bedroom to complete the chapter.

MONSTERS OF THE FIELD

WIGGLY

HP	EXP	GOLD	MAP SECTORS
11	3	6	A B



FOO DOG

HP	EXP	GOLD	MAP SECTORS
23	7	20	B



THORNY DEVIL

HP	EXP	GOLD	MAP SECTORS
25	15	25	D



ARMOURED SCORPION

HP	EXP	GOLD	MAP SECTORS
40	38	44	E F



SKELETON

SWORDSMAN

HP	EXP	GOLD	MAP SECTORS
52	53	54	F



MISCHIEVOUS MOLE

HP	EXP	GOLD	MAP SECTORS
10	2	4	A B



FIRESPIRIT

HP	EXP	GOLD	MAP SECTORS
12	6	16	C



BEDBUG

HP	EXP	GOLD	MAP SECTORS
23	12	15	D



WALKING STICK

HP	EXP	GOLD	MAP SECTORS
8	1	2	A B



CARNIVINE

HP	EXP	GOLD	MAP SECTORS
17	7	18	C



CRESTED VIPER

HP	EXP	GOLD	MAP SECTORS
31	18	25	D E



PTERANODON

HP	EXP	GOLD	MAP SECTORS
41	36	50	F



SHE-SLIME

HP	EXP	GOLD	MAP SECTORS
10	2	5	A B



FUNGHOU

HP	EXP	GOLD	MAP SECTORS
19	6	15	C



KOMODO

HP	EXP	GOLD	MAP SECTORS
32	25	39	D E



RESTLESS ARMOUR

HP	EXP	GOLD	MAP SECTORS
54	55	49	F



MOUSEFLAP

HP	EXP	GOLD	MAP SECTORS
11	3	5	A B



BULLFINCH

HP	EXP	GOLD	MAP SECTORS
20	7	17	C D



LUGWORM

HP	EXP	GOLD	MAP SECTORS
30	22	27	D E



LIKSPITTLE

HP	EXP	GOLD	MAP SECTORS
13	4	10	A B C



HEALSLIME

HP	EXP	GOLD	MAP SECTORS
16	7	11	C F



PICKAYUNE

HP	EXP	GOLD	MAP SECTORS
25	18	36	E



CYCLOWN

HP	EXP	GOLD	MAP SECTORS
41	32	34	F



BAGWORM

HP	EXP	GOLD	MAP SECTORS
16	5	18	B



Suggested Level: 1

Locked Doors



Thief's key x2



Magic key x1



None



Item List

CONTAINER	ITEM	NOTE
	Medicinal herb	In the kitchen downstairs.
	Holy water	In the bedroom behind the priest's altar.
	Flute of revelation	Use the magic key during a later chapter.
	Seed of strength	Use the magic key during a later chapter.
	Magma staff	Use the magic key during a later chapter.
	Medicinal herb	In Alena's bedroom upstairs.
	Feathered cap	In Alena's bedroom upstairs.
	50 gold coins	On the opposite side of the castle roof from Alena's room.
	30 gold coins	Use the thief's key to enter the Tsar's bedroom.
	Chimaera wing	Use the thief's key to enter the room behind castle.
	Seed of magic	Use the thief's key to enter the room behind castle.

BREAKING OUT

The Tsar is adamant about not allowing his only heir, the Tsarevna Alena, to go exploring in the wild where she may become hurt. But Alena's mind is made up and she's not about to take no for an answer.

Head up the stairs to the sleeping quarters and talk with the repairman in Alena's bedroom—he's repairing a hole Alena kicked in the wall. Take the **feathered cap** from the dresser and return downstairs to explore the castle and talk with everyone.

Collect the other items, then roam around the throne room and lower level of the castle. Don't forget to speak with Borya and Kiryl in the throne room. After doing so, head back upstairs to Alena's quarters.

The repairman did a poor job fixing the hole in the wall. Alena can kick through the boards he nailed up and climb out of the hole onto the roof. Loop around the roof to the far side to find **50 gold coins**, then return back toward Alena's bedroom and drop off the wall to the courtyard. She won't go far before her trusted tutor, Borya, and her friend Kiryl leap off the roof after her. They're not about to allow Alena to explore without them, so the three set off together. Their first stop should be the nearby village of Zalenograd.



Borya

A major character in the game who falls under the full control of the player.

Companion Stats

ATTRIBUTE	RATING	ATTRIBUTE	RATING	ATTRIBUTE	RATING
HP	16	AGI	5	LCK	2
MP	10	RES	2	ATK	5
STR	3	WIS	8	DEF	6



Magic: Crack

Borya is Alena's private tutor and behaves much like a grandfather to the young girl. He is old and rather fragile, but his mastery of the arcane will serve Alena well. Keep him protected with the best armor and he should serve the party well in battle. Just remember to carry plenty of medicinal herbs so he doesn't rely too heavily on others for HP replenishment.

Kiryl

A major character in the game who falls under the full control of the player.

Companion Stats

ATTRIBUTE	RATING	ATTRIBUTE	RATING	ATTRIBUTE	RATING
HP	18	AGI	5	LCK	2
MP	17	RES	2	ATK	10
STR	3	WIS	7	DEF	9



Magic: Heal

Kiryl is a priest who works in the Tsar's castle. He is still young and has taken quite a liking to Alena. Although his religious teachings lead him to avoid violence, he is not averse to using his abilities in combat against monsters. This is especially true if these monsters pose a threat to Alena!



Zalenagrad

Suggested Level: 1

Locked Doors

Thief's key x1	Magic key x1	None



Item List

CONTAINER	ITEM	NOTE
	Seed of agility	In the weapons shop.
	Plain clothes	In the house east of the river. Use magic key.
	Antidotal herb	In the house east of the river. Use magic key.

SHOP GUIDE

Weapon Shop

ITEM	COST	ATK	HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA	KIRYL	TORNEKO	MAYA	MEENA
Oaken club	30	+7	X	X	X	X	-	X	X	-	X
Copper sword	100	+2	X	X	X	-	-	X	X	-	X
Divine dagger	200	+14	X	X	X	X	-	X	X	X	X



Armour Shop

ITEM	COST	DEF	HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA	KIRYL	TORNEKO	MAYA	MEENA
Plain clothes	10	+4	X	X	X	X	X	X	X	X	X
Wayfarer's clothes	70	+7	X	X	X	X	X	X	X	X	X
Leather armour	180	+12	X	X	X	X	X	X	X	-	-
Leather shield	90	+4	X	X	X	-	X	X	X	-	X
Leather hat	65	+2	X	X	X	X	X	X	X	X	X
Medicinal herb	8	HP Cure	-	-	-	-	-	-	-	-	-



ALENA STARTS HER ADVENTURE

The small town of Zalenagrad has all the comforts of larger towns, along with several friendly people willing to provide some advice. Visit the church to save your progress and talk with the nun to learn about a small hamlet east of the mountains. Head upstairs to the balcony to speak with Josef Starling, the famed poet, and explore the town while speaking with other residents.

Advice from Fellow Travelers

Some of the best advice you can get often comes from other travelers staying at each town's inn. Always visit an inn, if for no other reason than to speak with the other guests. You'll be surprised how much you can learn from them!



Take some time to fight monsters in the area surrounding Zalenagrad until the party is leveled up before setting out for the next village. Use the inn to recoup lost HP and MP and save up to buy Kiryl and Borya leather shields and/or leather hats.

Taborov



WALKTHROUGH

Item List

CONTAINER	ITEM	NOTE
	Antidotal herb	Inside the village chief's house.
	Seed of agility	Inside the house near the well.
	Seed of life	Inside the small cemetery.
	Leather hat	Inside the village chief's house.
	Mini medal	At the bottom of the well.

SHOP GUIDE

Item Shop

ITEM	COST	ATK	HERO (M)	HERO (F)	RAGNAK	ALEXA	BORYA	AKILY	TURNEDO	MAYA	IRENA
Medicinal herb	8	HP Cure	-	-	-	-	-	-	-	-	-
Antidotal herb	10	Cure Poison	-	-	-	-	-	-	-	-	-
Chimaera wing	25	Revisit	-	-	-	-	-	-	-	-	-
Divine dagger	200	ATK +14	X	X	X	X	-	X	X	X	X
Hunter's bow	350	ATK +18	X	X	X	X	X	X	X	X	X
Leather armour	180	DEF +12	X	X	X	X	X	X	X	-	-

TO STOP A SACRIFICE

The people of Taborov consider themselves cursed. There's a dreaded monster that comes to the village every few years to feast on the chief's daughter. If the chief doesn't sacrifice his daughter, the monster threatens to destroy the entire village. Surely, there's a way for the people to escape this monster's tyranny.

Mini Medals

Descend the rope inside the well to find the game's first **mini medal**. Mini medals are special collectible items that are tracked in the wagon menu. The value of these special items will reveal itself in due time.



Enter the large house on the east side of the main path and speak with the chief about the fate befallen his daughter, Anastasia. The chief wishes there was someone who could rise to the occasion and battle the monster—that someone is Alena! Agree to confront the monster in hopes of saving the life of the chief's daughter. Head to the church and agree to take Anastasia's place as the sacrifice.



Can't Save in Taborov

You can't save your progress at the church until after Alena defeats the monster and rescues Anastasia. Therefore, it's important to spend a night at the inn to make sure the party is fully recovered before heading off into battle.

Master Kung

HP	EXP	GOLD
40	136	60



Recommended Status & Equipment

CHARACTER	LEVEL	WEAPON	ARMOR	SHIELD	HELM	ACCESSORY
Alena	4	Oaken club	Silk robe	--	Feathered cap	--
Borya	4	Cypress stick	Plain clothes	Leather shield	Leather hat	--
Kiryl	4	Oaken club	Wayfarer's clothes	--	Leather hat	--

Foo Dogs

HP	EXP	GOLD
23	7	20



Tackling Master Kung and his twin foo dogs is more difficult than Ragnar's fight with Psaro's Pawn and the winky. For starters, the foo dogs are quite ferocious and can inflict 8~10 damage per attack, particularly against Kiryl and Borya. Master Kung can cause even more damage with his staff attack.



Since each foe can dish out so much damage, it's important to gang up on the foo dogs right away. Have Alena and Kiryl attack with their weapons and let Borya attack with the Crack spell. Only interrupt this approach to let Kiryl heal the party members as needed.

The fight gets a bit easier once the foo dogs have been defeated, but Master Kung can still cast Heal on himself. This fight goes much faster if Kiryl or Borya have learned their second spells, but it's still possible to win even if they haven't. Master Kung has only 6 MP, so he can only cast Heal three times. Keep your party healthy and continue attacking (Crack has a roughly 50% success rate against Master Kung) until Master Kung falls and Anastasia is safe.



ANASTASIA IS SAVED

The villagers are quite pleased with Alena, not to mention how impressed they are with her skills in combat. Take a few moments to purchase additional equipment from the item shop, then talk to the village elder in the small house near the pond. He'll mention a tournament in the distant city of Endor that he thinks Alena should enter. Endor is quite far away and getting there requires travel through very hostile territory, so leave town through the north exit of the church and head northeast to the village of Vrenor.

Vrenor

Suggested Level: 6

Locked Doors

None	None	None



Item List

CONTAINER	ITEM	NOTE
	10 gold coins	Inside the house near the cemetery.
	Antidotal herb	Inside the house near the creek.
	Plain clothes	Upstairs in the inn.
	Seed of life	In the priest's garden; can only get at night and after saving the "fake" princess.

WALKTHROUGH

SHOP GUIDE

Weapon Shop			HERO (M)	HERO (F)	RAGNAR	ALENA	BOKYA	KIRYL	TORNEKO	MAYA	MEENA
ITEM	COST	ATK									
Oaken club	30	+7	X	X	X	X	--	X	X	--	X
Copper sword	100	+2	X	X	X	--	--	X	X	--	X
Divine dagger	200	+14	X	X	X	X	--	X	X	X	X

Item Shop			HERO (M)	HERO (F)	RAGNAR	ALENA	BOKYA	KIRYL	TORNEKO	MAYA	MEENA
ITEM	COST	ATK									
Medicinal herb	8	HP Cure	--	--	--	--	--	--	--	--	--
Antidotal herb	10	Cure Poison	--	--	--	--	--	--	--	--	--
Chimaera wing	25	Revisit	--	--	--	--	--	--	--	--	--
Chain mail	350	DEF +18	X	X	X	X	--	X	X	--	--
Hardwood headwear	120	DEF +6	X	X	X	--	--	X	X	--	--
Bronze armour	700	DEF +25	X	X	X	--	--	X	X	--	X

ALENA'S IMPERSONATOR

There's a buzz around the town of Vrenor because of the Tsarevna's visit, but nobody's talking about Alena—there's an imposter here pretending to be her! This "fake" princess is staying at the inn and has caused quite a commotion. Visit the inn to speak with her. When this occurs, the imposter princess is kidnapped by mysterious thugs. They drag her out the backdoor of the inn and lead her out of town.



Alena can give chase, but there's no telling where they're taking her. Instead, spend the night at the inn to recover and talk with the town's residents. In particular, speak with the man who lives next to the cemetery to learn about a valuable armlet that used to be kept in the town. It's since been moved to the Vault of Vrenor, a cave to the south of town.

The little boy southeast of the fountain has seen a letter from the kidnappers stating their demands: "If you are wanting back Tsarevna, bring Vrenor treasure, armlet of transmutation, to cemetery during night." It's time to head to the Vault of Vrenor to retrieve the precious item.



The Vault of Vrenor



Item List

CONTAINER	ITEM	NOTE
	Seed of agility	On the center platform in B1F.
	Chimaera wing	In the southeast corner of B1F.
	360 gold coins	In the northern section of B1F.
	Magic water	In the center of B2F.
	Armllet of transmutation	In the southwest corner of B2F.
	Lightning staff	Use the ultimate key during a later chapter.

FIRST ENCOUNTERS

VAMPIRE BAT				BLINKSTER			
HP	EXP	GOLD	MAP SECTORS	HP	EXP	GOLD	MAP SECTORS
25	11	23	--				
THORNY DEVIL				CRESTED VIPER			
HP	EXP	GOLD	MAP SECTORS	HP	EXP	GOLD	MAP SECTORS
25	15	25	--				
BEDBUG				PICKAYUNE			
HP	EXP	GOLD	MAP SECTORS	HP	EXP	GOLD	MAP SECTORS
23	12	15	--				

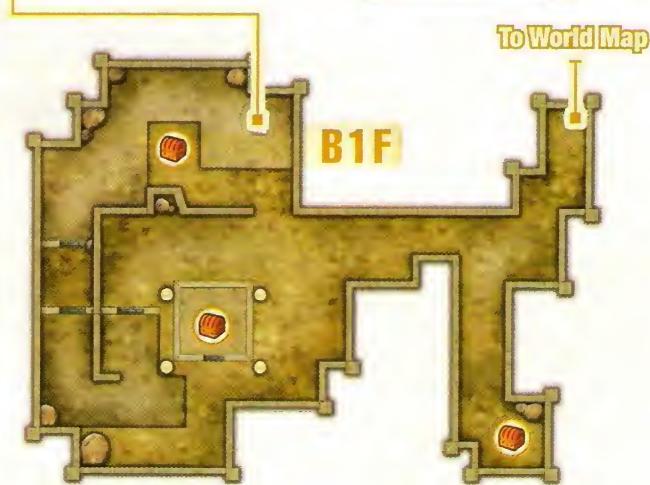
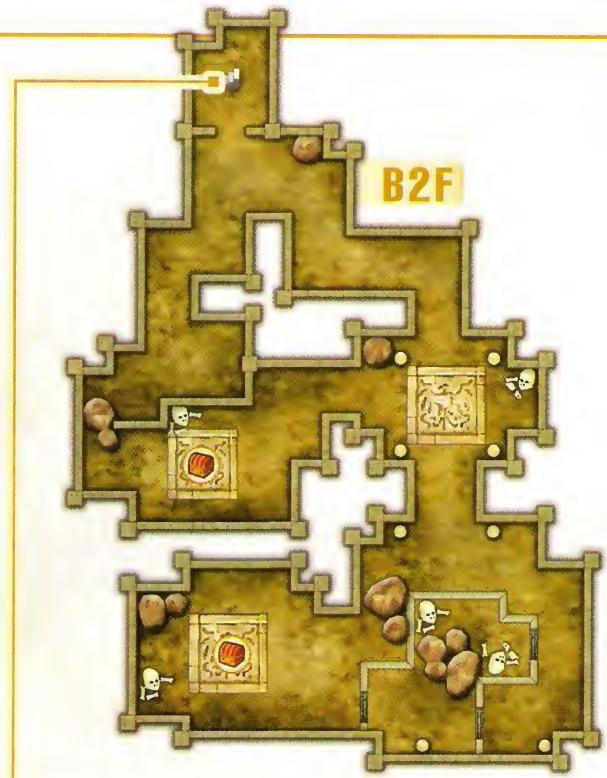
SMALL CAVE, BIG DANGER

The villagers of Vrenor chose to store the armlet of transmutation deep inside this cave for good reason—the monsters that lurk in this area are numerous and deadly! Have Kiryl cast Buff on himself and Borya at the start of tougher battles to minimize the threat.

Pay close attention to each party member's HP and don't hesitate to flee the cave if the going gets tough. Collect the items from the three chests on B1F, then circle around the upper ledge to the steps leading to B2F.



Once on B2F, head east and then cut across the cave to the west to find some **holy water**. Continue south and loop around the boulders to the southwest corner of the cave to find the **armlet of transmutation**. Don't hesitate to give Kiryl or Borya the holy water if either one runs out of MP, or it will be very difficult to exit the cave with the party intact.

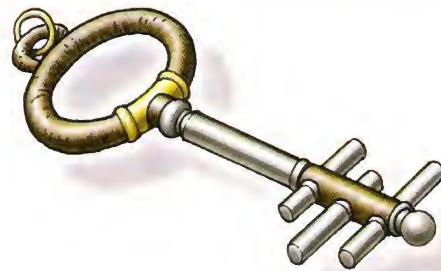


Low Clearance!

The chimaera wing is a very useful item, but it can't be used inside buildings or caves. This magical item allows the user to fly back to a previously-visited location. When this item is used inside a cave, it causes the character to bang against the ceiling. Either use Borya's Evac spell to magically teleport outside, or retrace your steps back through the cave to the exit.

RANSOM PAID

Wait for nightfall and then return to Vrenor to make the exchange. There's no telling what harm may come from handing the armlet of transmutation to the kidnappers, but at least the girl pretending to be the princess will be safe. And not only will she be safe, but she'll relinquish the **thief's key**. Revel in this success by talking with the other villagers and by taking a moment to outfit the party with the best weapons and equipment available. From here, it's time to head southwest toward the desert bazaar.



Slipping Past the Priest

If you've tried to investigate the shining spot in the priest's garden before saving the princess, you've no doubt seen him block Alena's path. Return to the garden once the kidnapped princess has been saved to acquire the **seed of life**. The priest will stay put behind the altar from this point on, but only at night!



WALKTHROUGH

The Desert Bazaar

Suggested Level: 8

Locked Doors

None	None	None



Item List

CONTAINER	ITEM	NOTE
	Horse manure	In the corral where the woman is selling pots.
	Seed of strength	In the corral where the woman is selling pots.
	Medicinal herb	In the corral where the woman is selling pots.
	Seed of agility	Inside the large tent near the item shop.

SHOP GUIDE



Weapon Shop

ITEM	COST	ATK	HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA	KIRYL	TURNEKO	MAYA	MEENA
Hunter's bow	350	+18	X	X	X	X	X	X	X	X	X
Chain sickle	550	+20	X	X	X	X	--	X	X	--	X
Poison moth knife	750	+24	--	--	--	--	X	--	X	X	X
Iron lance	880	+28	X	X	X	--	--	X	X	--	--
Holy lance	1250	+33	--	--	X	--	--	X	--	--	X



Armour Shop

ITEM	COST	DEF	HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA	KIRYL	TURNEKO	MAYA	MEENA
Leather armour	180	+12	X	X	X	X	X	X	X	--	--
Chain mail	350	+18	X	X	X	X	--	X	X	--	--
Bronze armour	700	+25	X	X	X	--	--	X	X	--	X
Leather shield	90	+4	X	X	X	--	X	X	X	--	X
Scale shield	180	+7	X	X	X	--	X	X	X	--	X
Hardwood headwear	120	+6	X	X	X	--	--	X	X	--	--



Item Shop

ITEM	COST	EFFECT
Medicinal herb	8	Restores a little of one party member's HP.
Antidotal herb	10	Can cure a party member of poison.
Holy water	20	Wards off weaker enemies for a short term.
Chimaera wing	25	Can be used to return to any previously-visited location.
Moonwort bulb	30	This lunar root cures a party member of paralysis.



A VOICE GONE MISSING

Alena arrives home to find that her father has lost his voice. Talking with the advisors in the throne room reveals that Old Starek may have some clues. Return to Alena's room and leap out the hole in the wall again. Drop off the side of the roof and open the blue door with the thief's key to talk with the old man. He recalls Josef Starling, the poet, also having lost his voice once and suggests speaking to him.



Go to Zalenagrad and talk to the poet atop the roof of the large building to learn about the **birdsong nectar** he purchased from the item shop at the desert bazaar.

Alena is thrilled to learn of the remedy and must return to the desert bazaar at once. Once there, go behind the counter at the item shop to talk to the lady about the birdsong nectar. She'll point Alena in the direction of the tower to the west—the elves who live there create the nectar.

THE TSAR IS IN TROUBLE

Alena isn't at the bazaar very long before she's spotted by one of the Tsar's guards. He has traveled in search of Alena to bring word that her father has fallen ill. She must return to Zamoksva at once. Take a moment to purchase a **leather armour** for Borya and several **chimaera wings** for the bag, then exit the bazaar and use a chimaera wing to fly back home to Zamoksva Castle.



Birdsong Tower

Suggested Level: 10

Locked Doors



Thief's key x1 None None

Item List

CONTAINER ITEM

NOTE

	Seed of strength	In the northwest section of 3F.
	1200 gold coins	In the northwest section of 3F.
	Chimaera wing	In the northeast section of 3F.
	Birdsong nectar	Atop the tower, on 5F.

FIRST ENCOUNTERS

FLYGUY

HP	EXP	GOLD	MAP SECTORS
34	35	37	--

PTERANODON

HP	EXP	GOLD	MAP SECTORS
41	36	50	--

PEEPER

HP	EXP	GOLD	MAP SECTORS
35	31	62	--

CYCLOWN

HP	EXP	GOLD	MAP SECTORS
41	32	34	--

FLYING DOCTOR

HP	EXP	GOLD	MAP SECTORS
47	38	60	--

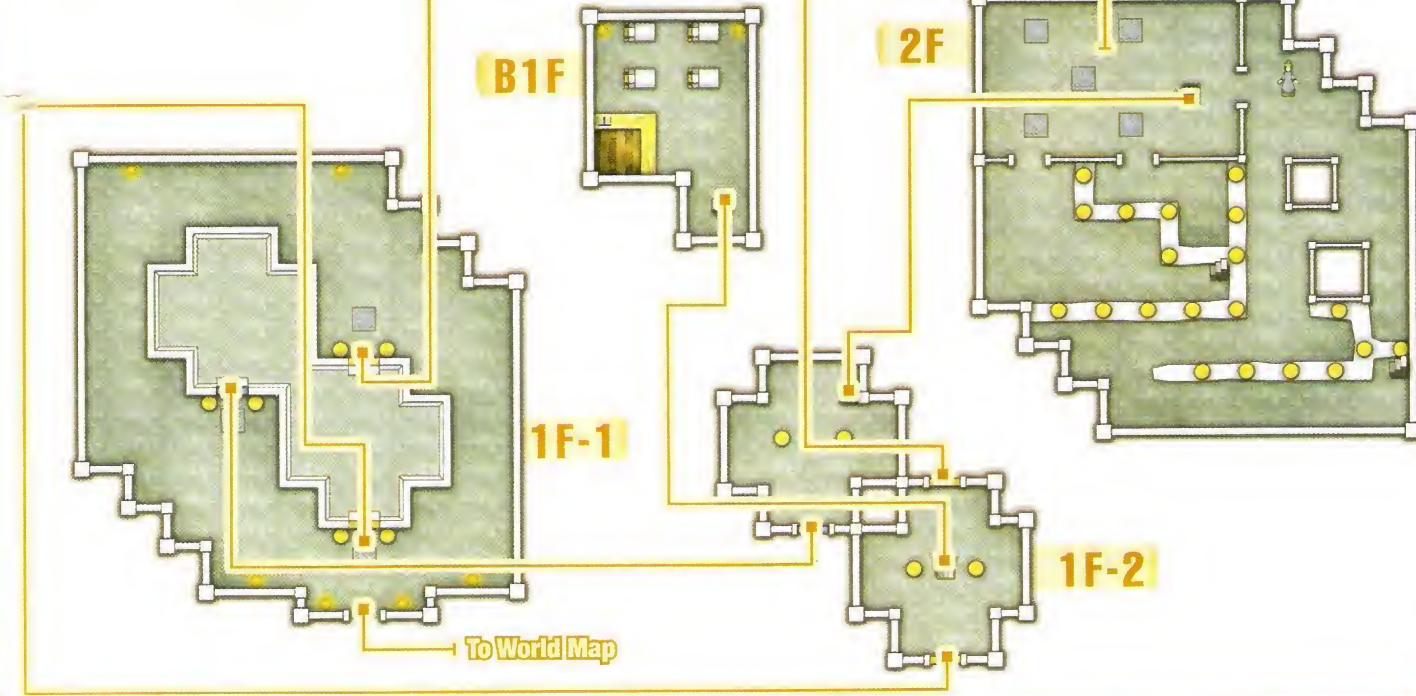
KILLER GILA

HP	EXP	GOLD	MAP SECTORS
34	18	21	--

ERAZOR BLADE

HP	EXP	GOLD	MAP SECTORS
29	30	46	--

WALKTHROUGH



CLIMBING THE TOWER

Birdsong Tower contains many enemies that are much more powerful than any of those previously faced and some, such as the flying doctors, will seldom allow the party to flee a battle. Each successive floor in the tower gets tougher than the last, so proceed with caution and make sure to stop at the inn in the basement to heal up if needed.

Take the Money and Run

Consider taking the **1200 gold coins** from the chest on 3F and using Borya's Evac spell to flee the tower. Once outside, return to the desert bazaar and use your newfound riches to purchase better weapons and armor. This will make the exploration of 4F much easier.

Use the thief's key to unlock the door on the left of 1F-1 and take the stairs to the upper floor. Once on 2F, loop counterclockwise to the left to find a staircase leading to the center of 3F and two chests. Return to 2F and circle back around to the northeast, pass the large statue, and head toward the stairs in the southeast corner leading to 3F.

To reach the upper two floors, you must guide the party around the edge of the large hole in the floor. Hug the outer wall and circle past the hole to the stairs leading to 4F. The enemies on 3F are by far the deadliest in Birdsong Tower, so keep everyone's HP topped off when traveling through this section. Continue to 5F to find the **birdsong nectar**.



CURING THE TSAR'S ILLNESS

Exit the tower and use a chimaera wing or the Zoom spell to return to Zamoksva Castle and give the birdsong nectar to the Tsar. (This must occur during the daytime.) One swig of the precious liquid will enable Tsar Stepan to speak again and he certainly does have a story to tell! Most importantly, he gives Alena permission to set out and see the world, provided Kiryl and Borya accompany her. The people at the desert bazaar had mentioned a tournament in Endor, so go there next. Zoom back to the desert bazaar and travel east to the teleportal to Endor.



Endor Teleportal

Suggested Level: 11

Locked Doors

None	None	Ultimate key x1

Proceed from the desert bazaar eastward to the northern teleportal to Endor. The shrine contains a magical portal inside it that whisks Alena and the others across the river to the shrine on the other side. The southern half of the teleportal to Endor contains an inn that may

come in handy before making the trek north to Endor. Spend some time in this area fighting the various enemies and leveling up a few times.



Endor

Suggested Level: 11

Locked Doors

Thief key's x1 Magic key x1 None



Item List

CONTAINER	ITEM	NOTE
	40 gold coins	Inside the large house in the northeast corner.
	Seed of resilience	Near the bar inside the tavern.
	16 gold coins	Near the bar inside the tavern.
	Antidotal herb	Next to the weapon shop.
	Silk robe	Second floor of house in southwest corner.

WALKTHROUGH

SHOP GUIDE

Weapon Shop

ITEM	COST	ATK	HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA	KIRYL	TORNERO	MAYA	MEENA
Chain sickle	550	+20	X	X	X	X	--	X	X	--	X
Poison moth knife	750	+24	--	--	--	--	X	--	X	X	X
Iron lance	880	+28	X	X	X	--	--	X	X	--	--
Holy lance	1250	+33	--	--	X	--	--	X	--	--	X
Astraea's abacus	1600	+35	--	--	--	--	--	--	X	--	--



Armour Shop

ITEM	COST	DEF	HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA	KIRYL	TORNERO	MAYA	MEENA
Chain mail	350	+18	X	X	X	X	--	X	X	--	--
Bronze armour	700	+25	X	X	X	--	--	X	X	--	X
Iron armour	1200	+30	X	X	X	--	--	X	--	--	X
Iron apron	1500	+32	--	--	--	--	--	--	X	--	--
Scale shield	180	+7	X	X	X	--	X	X	X	--	X
Iron shield	650	+12	X	X	X	--	--	X	X	--	X



Item Shop

ITEM	COST	EFFECT
Medicinal herb	8	Restores a little of one party member's HP.
Antidotal herb	10	Cures a party member of poison.
Holy water	20	Wards off weaker enemies for a short term.
Chimaera wing	25	Can be used to return to any previously-visited location.
Moonwort bulb	30	This lunar root cures a party member of paralysis.
Hardwood headwear	120	DEF +6



PRE-TOURNAMENT ENTERTAINMENT

Endor is a large town and it's busier than normal thanks to the tournament being hosted at the castle. Many of the residents of Endor will no doubt want to talk about the tournament.

The shops in Endor carry some of the most exotic items in this part of the world. Gold doesn't carry over from one chapter to another, but equipment does, so be sure to outfit each party member with the best weapons and armor available. Alena must fight alone in the upcoming tournament, so don't purchase any equipment for Kiryl or Borya until Alena has been outfitted.

Endor is home to a busy casino in the basement of the tavern and, although gambling is strictly optional, there are several nice prizes to win. To play the casino games, Alena must convert her gold coins to casino tokens (10 gold coins = 1 casino token) and use these tokens to place wagers on any of the three games: poker, slot machines, or monster battle. Each game and their prizes are covered in detail in the "Side-Quests and Mini-Games" section of this book.



A Prayer Before Wagering

Always, always, always make sure to save your progress at the church before visiting the casino! This way, you can simply reload your prior game save if you run into a string of bad luck. It takes much longer to earn thousands of gold coins than it does to lose them in the casino, so don't risk anything unless you truly don't need it.

Participating in the casino games is strictly optional, but casino tokens—unlike gold coins—carry over from one chapter to the next. If you've purchased all of the best gear available in Endor and still have a pile of gold coins burning a hole in your pockets, head to the casino and try to accumulate enough casino tokens for one of the valuable prizes. If possible, try to earn 2500 casino tokens to purchase the **spangled dress** for Alena to wear in the upcoming tournament.



Casino Tokens on the Cheap

You will encounter several other casinos throughout the game during chapters 3 and 5, but exchanging gold coins for casino tokens won't be as cheap as it is now. Consider spending some time in Endor with Alena playing the Monster Arena game (and poker and slot machines, if you prefer) and try to win some of the prizes now. Each prize you manage to win now will make things that much easier later on, particularly acquiring the spangled dress.

Perfect Preparation

Unsure how long to play in the casino before leaving this area? If so, try this strategy: continue to fight enemies in the field until Alena reaches level 13 and has well over 1500 gold coins. Set the 1500 gold coins aside in your mind in order to purchase the **iron claw** at the item shop in Endor Castle, and use the rest to gamble in the casino. Play Monster Arena and wager 50 casino tokens at a time to accumulate the 2500 casino tokens needed to acquire the **spangled dress**.



Endor Castle

Suggested Level: 13

Locked Doors



None



Magic key
x4



Ultimate
key x1



Item List

CONTAINER	ITEM	NOTE
	3 gold coins	In the basement, near the tables.
	Seed of life	Exit the left-hand corridor through the hidden side door and descend the stairs to the basement.
	Pink leotard	Use the magic key to enter the princess's dressing room while she sleeps.
	Fishnet stockings	Use the magic key to enter the princess's dressing room while she sleeps.
	Mini medal	Use the magic key to enter the princess's dressing room while she sleeps.
	Feathered cap	Use the magic key to enter the princess's dressing room while she sleeps.

SHOP GUIDE

Item Shop

ITEM	COST	EFFECT
Medicinal herb	8	Restores a little of one party member's HP.
Iron claw	1500	ATK +38

FIGHTING FOR HER HAND

Enter the castle on the north side of town and head upstairs to speak with King Norman and Princess Veronica. King Norman of Endor Castle has made a very big mistake—he has offered his daughter's hand in marriage to the winner of the tournament. King Norman has invited all of the top fighters from around the land to participate in a gladiator-style tournament, and now he needs Alena to win it so the prize can be withdrawn.



Exit the castle and take one of the lengthy corridors to the Colosseum entrance. Next, purchase the iron claw from the item shop and load up on medicinal herbs. Make sure Alena has at least three or four medicinal herbs just in case things go awry; carry even more if she's at a lower level or isn't wearing the spangled dress. Stop at the inn inside the Colosseum's basement to top off Alena's HP if necessary, then head up the stairs to enter the tournament.

Death and Experience

Being defeated in the tournament doesn't mean the game is over. Instead, Alena goes to the inn to recover and is free to start again. Use the door at the north end of the Colosseum prepping area to exit the castle and return to the field to level up, if need be.

Recommended Status & Equipment

CHARACTER	LEVEL	WEAPON	ARMOR	SHIELD	HELM	ACCESSORY
Alena	13	Iron claw	Spangled dress	--	Feathered cap	--

Round 1: Attila the Hunk

HP	MP	ATK	DEF	AGILITY
70	0	45	68	20

Attila the Hunk is a balanced combatant, but he isn't terribly powerful. He only attacks with melee attacks and can be defeated with three hits with the iron claw.



Round 2: Quick Draw McGore

HP	MP	ATK	DEF	AGILITY
90	0	50	80	45

This battle is a bit tougher than the previous one because Quick Draw McGore has higher stats and HP. He uses his crossbow to attack quickly and unexpectedly. Although he doesn't have any magic abilities, Quick Draw McGore can attack twice before Alena gets a turn. Keep up the pressure and don't allow her HP to drop below 30.



Round 3: Prima Donna

HP	MP	ATK	DEF	AGILITY
90	12	35	62	68

Prima Donna casts the Crack and Sizz spells, plus she can cast Heal to replenish her lost HP. Her basic stats aren't terribly high, but she is nevertheless a worthy adversary. You may need to use a medicinal herb at some point during this fight, especially if Prima Donna evades more than one or two of Alena's attacks.



Round 4: Samson Knight

HP	MP	ATK	DEF	AGILITY
90	0	58	104	15

This brute isn't very mobile, but his heavy suit of armor goes a long way toward keeping him safe. Although Samson Knight won't use any magic against Alena, his sword can inflict serious damage. Watch her HP level closely and use a medicinal herb if it gets below 40.



Round 5: Abominable Showman

HP	MP	ATK	DEF	AGILITY
55	∞	40	60	75

Although the Abominable Showman lacks HP and is incapable of inflicting significant harm, this foe is still quite difficult to defeat. This monstrous creature creates doppelgangers of itself, forcing you to guess which one of the four clones is the real enemy. Pick one of the four images to attack and hope that it's not a fake one. It takes only about two or three attacks to win the fight, but the length of the fight will likely depend upon how lucky your guesses are.



During Round 6, King Normal calls for the sixth and final combatant, but he's nowhere to be seen. Alena is declared the victor by default. Congratulations!



RETURN HOME

Alena is summoned to return home to Zamoksva Castle by a guard in Endor. Use Borya's Zoom spell to head home. Alena arrives to find the castle empty and her father, the Tsar, nowhere to be found. Exit the castle to set out in search of clues and to end the chapter.

Torneko and the Extravagant Excavation

Far to the north of Endor, tucked away in the emerald hills, lies the small town of Lakanaba. A small town that is nevertheless home to a rather large man by the name of Torneko Taloon. And although he's but a menial employee for now, he has a grand dream of becoming the greatest arms merchant in all the land.



Torneko Taloon is but a simple arms merchant living in the town of Lakanaba. The town is located far to the north of the main town of Ballymoral, where the area's ruler lives. King Shamus and his son, Prince Regan, rule over this land that is bound by rivers and mountains. The thick forests within this kingdom are home to traveling salesmen and a mysterious breed of fox that seeks to bewitch explorers.

TORNEKO'S QUEST

- Spend a day or two working at the weapon shop in Lakanaba to earn some money for equipment.
- Journey to the Cave of Safekeeping and find the steel strongbox.
- Discover the mysterious hamlet north of Ballymoral and find a way out.
- Go to Ballymoral Castle, obtain the Prince's letter, and free Finnegan from the dungeon.
- Borrow Finnegan's dog Fido in Lakanaba and use Fido to crack the spell over the mysterious village. This will free Archie O'Tect.
- Deliver the Prince's letter to Princess Veronica in Endor Castle and obtain the royal scroll.
- Deliver the royal scroll to King Shamus at Ballymoral Castle and learn that he won't attack Endor.
- Tell King Norman in Endor Castle the good news and receive a permit to open a shop in Endor.
- Retrieve the silver Goddess statue from the Cistern Chapel northeast of Endor.
- Use the money from selling the statue to buy the shop from the old man in Endor.
- Supply King Norman with six steel broadswords and six suits of iron armour in exchange for 60,000 gold coins.
- Give the old man east of Endor the money he needs to finish excavating the tunnel.

WALKTHROUGH

MONSTERS OF THE FIELD

SLIME	MAD MOLE
HP	HP
1	9
GOLD	GOLD
2	10
MAP SECTORS	MAP SECTORS
A	C D
WIGGLY	BODKIN ARCHER
HP	HP
3	13
GOLD	GOLD
6	15
MAP SECTORS	MAP SECTORS
A B	C D
SCISSOR BEATLE	FIRESPIRIT
HP	HP
1	6
GOLD	GOLD
4	16
MAP SECTORS	MAP SECTORS
A B	C D
MISCHIEVOUS MOLE	CARNIVINE
HP	HP
2	7
GOLD	GOLD
4	18
MAP SECTORS	MAP SECTORS
A B	D
HEALSLIME	SPLATYPUNK
HP	HP
7	14
GOLD	GOLD
11	10
MAP SECTORS	MAP SECTORS
B C D	D
STUMP CHUMP	
HP	HP
7	14
GOLD	GOLD
13	10
MAP SECTORS	MAP SECTORS
B C	D

Lakanaba

Suggested Level: 1

Locked Doors

None	None	Ultimate key x2



Item List

CONTAINER ITEM	NOTE
	Leather hat
	Inside Torneko's house.
	Outside Torneko's house.
	Antidotal herb
	At the item shop.
	Leather shield
	Second floor of armour shop.
	Chain sickle
	In the basement of the weapon shop, requires ultimate key.
	Seed of strength
	In the basement of the weapon shop, requires ultimate key.
	Icicle dirk
	In the basement of the weapon shop, requires ultimate key.



Weapon Shop

ITEM	COST	ATK	HERO (M)	HERO (F)	RAZNAF	ALEIA	BORYA	KIRYL	TORNEKO	MAYA	NEENA
Oaken club	30	+7	X	X	X	X	--	X	X	--	X
Copper sword	100	+12	X	X	X	--	--	X	X	--	X
Divine dagger	200	+14	X	X	X	X	--	X	X	X	X



Armour Shop

ITEM	COST	DEF	HERO (M)	HERO (F)	RAZNAF	ALEIA	BORYA	KIRYL	TORNEKO	MAYA	NEENA
Wayfarer's clothes	70	+7	X	X	X	X	X	X	X	X	X
Leather armour	180	+12	X	X	X	X	X	X	X	--	--
Chain mail	350	+18	X	X	X	X	--	X	X	--	--
Bronze armour	700	+25	X	X	X	--	--	X	X	--	X
Leather shield	90	+4	X	X	X	--	X	X	X	--	X
Leather hat	65	+2	X	X	X	X	X	X	X	X	X



Item Shop

ITEM	COST	EFFECT
Medicinal herb	8	Restores a little of one party member's HP.
Antidotal herb	10	Cures a party member of poison.
Holy water	20	Wards off weaker enemies for a short term.
Chimaera wing	25	Can be used to return to any previously-visited location.

SHOP GUIDE

WORKING 9 TO 5

Torneko wakes up every morning, takes the packed lunch his wife Tessie makes him, and trudges off to work at the weapon shop across town. His job is to work the counter, buying and selling weapons. For this, he's given a small commission seldom exceeding 150 gold coins a day. Torneko has grand plans for owning his own shop one day, but he's stuck in a rut. He needs a change of scenery...

Daydreaming alone won't get Torneko anywhere, so for now guide him to the weapon shop down the path due west from his house. Take position behind the counter and tend to the customers. Torneko just needs to agree to each sale and purchase offered by the customers. He can go downstairs and tell the shop owner he's leaving for the day anytime he wants, but it's best to wait until the owner comes upstairs to close the store. After receiving his commission at the end of the day, Torneko can either wander around town or go home.



Buying Low, Selling High

Torneko can use the shop's money to buy weapons from customers looking to unload their unwanted goods. There are two reasons to do this. For starters, Torneko can greatly increase the shop's daily take—and therefore his own commission—by buying exotic weapons and selling them later in the day at much higher prices. Secondly, Torneko can also buy these better weapons and then refuse to sell them to other people so that he may return at a later time and buy them for himself!



Work two full days at the weapon shop to get enough money to purchase the leather armour from the armour shop on the northwest side of town. Explore the town and locate the **leather hat** and **leather shield** to go with the purchased leather armour to further outfit Torneko. Lastly, return to the weapon shop as a customer and purchase the copper sword.

There are a couple of people in town to speak to before

leaving. For starters, talk to the old man who lives in the northeast corner during the day and help him by pushing him to church. He'll reward Torneko with a handful of gold coins. Follow him into the church and speak to the nun to learn about Old Man Finn's missing son.



Speak with the innkeeper to learn about the steel strongbox hidden in the cave to the north. He'll suggest to Torneko that he seek out this item before daring to venture south.

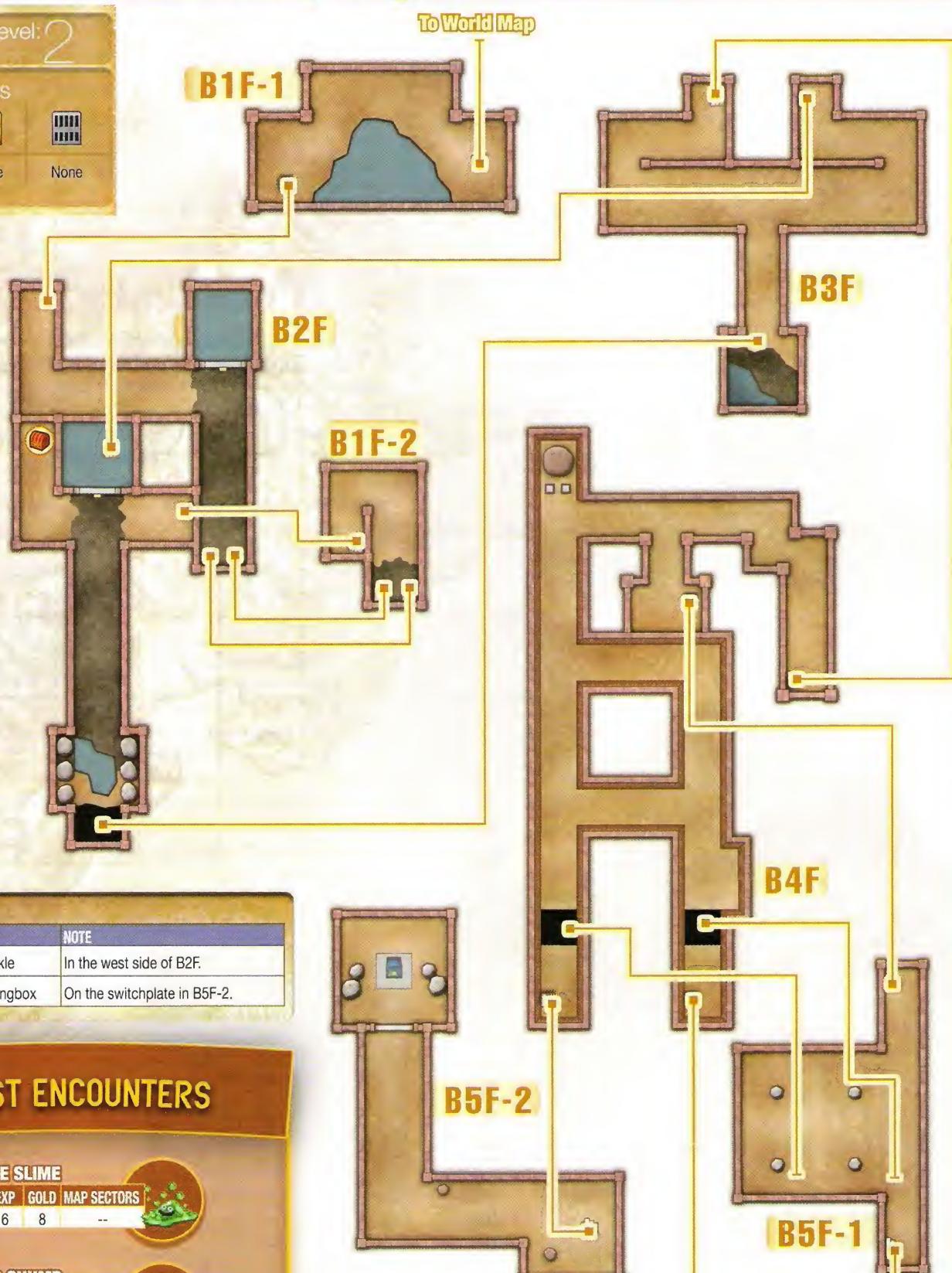
Traveling Salesmen

Torneko will occasionally encounter traveling salesmen who run item shops in the field. They carry the same items as most other item shops, but they appear in random locations. Other men travel with portable camps, offering a night's stay for 10 gold coins. Not every encounter in this region is with a monster!



Cave of Safekeeping

TORNEKO AND THE EXTRAVAGANT EXCAVATION



Item List

CONTAINER ITEM	NOTE
	Chain sickle In the west side of B2F.
	Steel strongbox On the switchplate in B5F-2.

FIRST ENCOUNTERS

BUBBLE SLIME

HP	EXP	GOLD	MAP SECTORS
12	6	8	--



STUMP CHUMP

HP	EXP	GOLD	MAP SECTORS
21	7	13	--



WASHED AWAY

The Cave of Safekeeping isn't terribly far from Lakanaba and Torneko should have little trouble defending himself en route to its entrance. Spend some time roaming around outside the cave and level him up at least once before heading inside.



Treasure for Torneko

Torneko has a certain knack for getting enemies to drop treasure chests upon being defeated. Unlike the chests dropped for other characters, those dropped for Torneko typically carry valuable weapons. Use this to your advantage and "farm" for high-priced weapons that can be sold to the shops in town for big profits!

Enter the Cave of Safekeeping and descend the staircase to the west. Investigate the button on the wall and press it—this causes a wall of water to wash Torneko down to a small corridor. Descend the stairs around the corner and head west past the second button to find a **chain sickle**. Torneko can't cross the pond at the south end of the floor on this level on foot, but another surge of water should do the trick! Push the button on the wall to trigger a second wave of water to carry Torneko down to B3F.



Descend the stairs in the northwest corner of B3F and approach the large boulder in the northwest corner. This boulder suddenly starts chasing after Torneko as he heads south away from it. Use the central passages to run away from the boulder in a clockwise loop. The boulder ultimately clogs the hole in the southwest corner of the floor, thereby creating a path across the gap. Continue to B5F-2.



THE OL' SWITCHAROO

The **steel strongbox** is just around the corner, but it's resting on a weight-sensitive switchplate that controls a large gate. Removing the steel strongbox causes the gate to rise, thereby locking Torneko inside the room. The only way to escape is to push one of the brown rocks near the stairs into the area with the switchplate. Take the steel strongbox and push the rock into place to lower the gate so Torneko can escape. Return to Lakanaba and sell the weapons and armor Torneko gained from his battles, acquire another packed lunch from Tessie, and bid the town goodbye for a while. It's time to venture south.



WALKTHROUGH

Your Money Is Safe

The steel strongbox automatically keeps your gold coins safe in the case of death. Normally, when the party is wiped out in battle, the monsters make off with half your gold coins. That won't happen with this item in your party's possession!

The Hamlet North of Ballymoral

Suggested Level: 3

Locked Doors



None

None

None



Item List

CONTAINER	ITEM	NOTE
	Medicinal herb	At the item shop.
	Horse manure	At the item shop.
	Boxer shorts	Inside the large house at the north end of the village.

SOMETHING FUNNY GOING ON

The path leading to this mysterious hamlet provides the first sign that all is not well in this area. The path repeats indefinitely if Torneko continues to walk east or west; the only way out of this maze is to proceed north to the village.



Several men in the village seem to be under a spell of the women. There is even talk that the women are actually foxes who have somehow taken the form of humans. A man by the name of Archie O'Tect is one such man; he had big plans to build great things, but now he's ready to marry one of the women in the village.



Prices Too Good to be True!

Don't pay any attention to the huckster hawking his "medicinal herbs" and "steel broadswords" at the so-called item shop in this hamlet. The medicinal herbs are nothing but horse manure, and there is a reason he's selling the steel broadswords for only 10 gold coins apiece—they're actually cypress sticks!

To leave this crazy place, speak to the man in the house at the north end of the village. Tell him Torneko is lost and that he's ready to rest. There's no telling what will happen next, but Torneko will be free to continue his journey. Proceed south toward Ballymoral.

Ballymoral



WALKTHROUGH

Item List

CONTAINER	ITEM	NOTE
	Leather shield	Inside the inn, behind the counter.
	70 gold coins	Inside the weapon shop.
	Horse manure	Use the ultimate key to get inside the dungeon cell.
	Seed of life	Use the ultimate key to get inside the dungeon cell.
	Mini medal	Use the ultimate key to get inside the dungeon cell.
	Seed of magic	Use the ultimate key to get inside the dungeon cell.

SHOP GUIDE

Weapon Shop

ITEM	COST	ATK	HERO (M)	HERO (F)	RADNAF	ALESA	BONIYA	KURE	TORNEKO	MAYA	MEENA
Copper sword	100	+12	X	X	X	--	--	X	X	--	X
Hunter's bow	350	+18	X	X	X	X	X	X	X	X	X
Chain sickle	550	+20	X	X	X	X	--	X	X	--	X
Iron lance	880	+28	X	X	X	--	--	X	X	--	--
Steel broadsword	2000	+40	X	X	X	--	--	--	--	--	--



Item Shop

ITEM	COST	EFFECT
Medicinal herb	8	Restores a little of one party member's HP.
Antidotal herb	10	Cures a party member of poison.
Holy water	20	Wards off weaker enemies for a short term.
Chimaera wing	25	Can be used to return to any previously-visited location.



A LAKANABA LOCK-UP

King Shamus, the ruler of Ballymoral, is anxiously awaiting the chance to invade Endor. The only thing that has kept him from launching his attack so far is the damaged bridge leading across the river south of his castle. Archie O'Tect was supposed to have fixed it, but nobody has seen him in days. Except for Torneko, that is...

Take a moment to speak with the residents in the town and inside the castle. The guest at the inn mentions that a dog can be used to scare away the bewitching foxes of the hamlet north of town. Another resident mentions a guy from Lakanaba locked up in the castle dungeon.



Wanted: High Quality Armor!

The residents of Ballymoral have purchased all the available armor and the armour shop is completely sold out! Things have gotten so desperate in Ballymoral that a shop has been set up inside the castle for the sole purpose of buying armor from traveling merchants like Torneko. This shop is willing to pay considerably more than other shops in order to attract extra armor salesmen.

Purchase a chimaera wing from the item shop and descend the steps in the northeast corner of the castle to enter the dungeon. There are two guards patrolling the square-shaped dungeon corridor that Torneko must avoid; making contact with them returns him to the castle's main floor. The guards each walk to the end of the corridor, then turn around to look behind them before continuing on in a clockwise direction. Follow the guards around to the east side of the dungeon, use the alcove near the stairs to avoid detection, then speak to the prisoner.

His name is Finnegan and he's the son of Old Man Finn from Lakanaba. Hand him the chimaera wing so he can escape, then leave the castle and return to Lakanaba.

A Prince in Love

Enter the bedroom in the northwest corner of the castle and speak with Prince Regan. He'll request a nighttime rendezvous behind the weapon shop. Meet him there after dark to receive the **Prince's letter** and instructions to deliver it to Princess Veronica at Endor Castle.

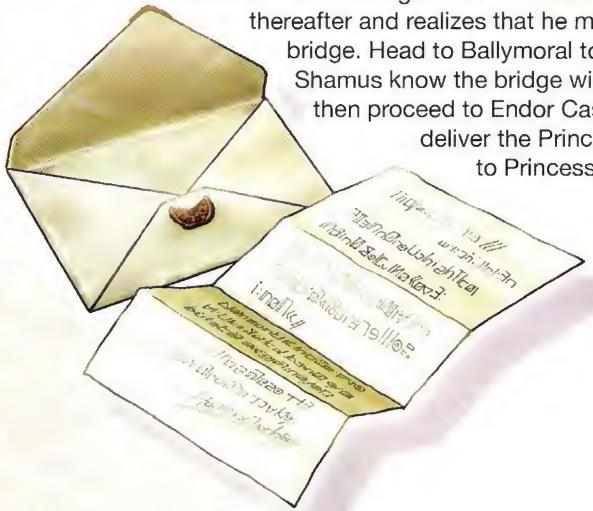


GOING FOX HUNTING

Return to Lakanaba and speak with Finnegan near the dog cage. Finnegan promised to repay Torneko and is willing to lend him his dog Fido. Guide Fido back to the mysterious village north of Ballymoral and follow him into the large house on the north side of town. The dog will sniff out the imposter fox bewitching the town, causing the village to suddenly disappear. Agree to let the shape-shifting fox escape and receive a **full plate armour** as a thank you. Return Fido to Finnegan, then revisit Ballymoral Castle and sell the full plate armour to the man buying armor inside the castle.



Archie O'Tect emerges from his trance shortly thereafter and realizes that he must fix the bridge. Head to Ballymoral to let King Shamus know the bridge will be fixed, then proceed to Endor Castle to deliver the Prince's letter to Princess Veronica.



Endor

Suggested Level: 4

Locked Doors



Thief's key x1 Magic key x5 Ultimate key x1

A ROYAL ARRANGEMENT

Return to the castle and read the Prince's letter to Princess Veronica in the throne room. Her father, King Norman, hears the news and hands Torneko a **royal scroll**, which is to be delivered to King Shamus. Travel back to Ballymoral Castle and read the message to King Shamus. He agrees to call off his attack and, although his plans are still rather nefarious, at least there won't be a war. Return to Endor Castle to tell the Princess and King the good news. King Norman shows his gratitude by granting Torneko permission to open a shop in Endor.



A GOLDEN CAREER OPPORTUNITY!

Visit the family in the northeast corner of town and go upstairs to talk to the man of the household. He's a connoisseur of fine collectibles and cherishes an item called the **silver Goddess statue**. Perhaps Torneko could retrieve the item and sell it to him?

A Shop for Sale

The old man living in the vacant shop in the southwest corner of Endor has been looking for someone to sell the shop to but hasn't found any takers. He offers to sell the shop to Torneko for 35,000 gold coins. You'll need a plan to earn that kind of money!

The silver Goddess statue must be in a pretty dangerous place if it hasn't been retrieved by the other treasure-hunters. Torneko will need some hired muscle to retrieve it without first spending a considerable amount of time leveling up near Lakanaba.



Hardie

A secondary character who will fight alongside Torneko, but is not controlled by the player.

Companion Stats

ATTRIBUTE	RATING	ATTRIBUTE	RATING	ATTRIBUTE	RATING
HP	82	AGI	15	LCK	10
MP	0	RES	7	ATK	58
STR	30	WIS	8	DEF	29



Magic: N/A

Hardie offers his services as a bodyguard for the rather low price of 400 gold coins. Find him walking along the path in front of the church. In exchange for the gold, he'll stick by Torneko's side for five days and put his iron lance to good use to keep Torneko safe. Hardie is a very potent fighter who can inflict significant damage.

Laurel

A secondary character who will fight alongside Torneko, but is not controlled by the player.

Companion Stats

ATTRIBUTE	RATING	ATTRIBUTE	RATING	ATTRIBUTE	RATING
HP	58	AGI	18	LCK	16
MP	68	RES	9	ATK	28
STR	4	WIS	35	DEF	25



Magic: Heal, Sizz, and Snooze

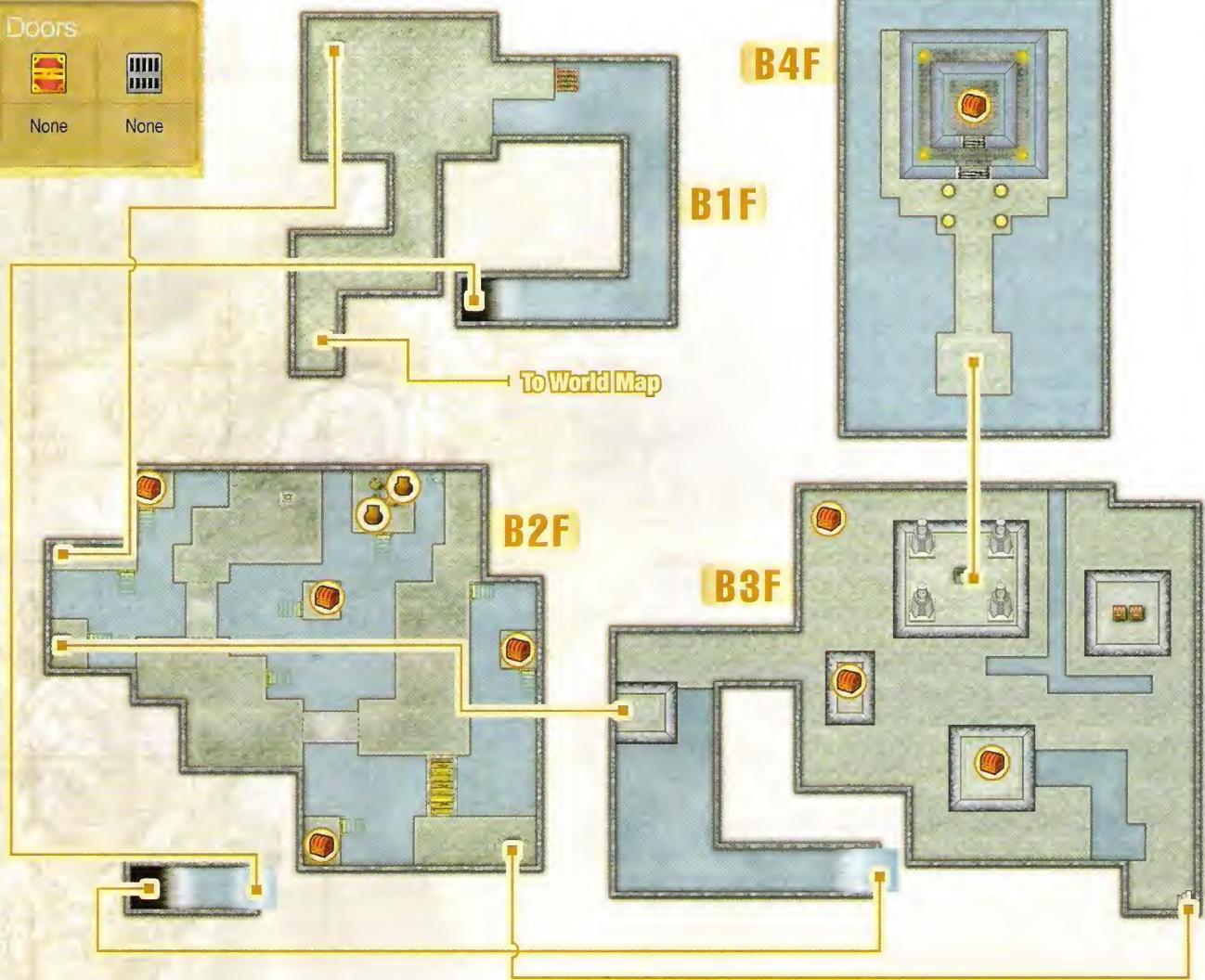
Laurel is a traveling poet staying at the inn in Endor and is willing to accompany Torneko for 600 gold coins. In exchange for this rather high fee, Torneko will receive Laurel's magical service in battle. Laurel isn't very strong, but he has the ability to Heal other party members. He also wields the poison moth knife, which can occasionally paralyze an enemy.

You don't need to hire both Laurel and Hardie, but doing so will make it that much easier to obtain the silver Goddess statue without having to level up too much ahead of time. You may want to purchase the iron apron at the armour shop in Endor before leaving.

Travel east from Endor, cross the bridge, then go toward the nearby cave. Torneko meets a man dreaming of excavating a massive cave that leads underneath the mountains to a seaside town with a port. He needs 60,000 gold coins to continue the dig. Since this is such a steep price to pay, continue north along the river to the Cistern Chapel.



The Cistern Chapel



Item List

CONTAINER	ITEM	NOTE
	Chimaera wing	On B3F, get before lowering the water.
	760 gold coins	On B2F, get after lowering the water.
	Holy lance	On B2F, get after lowering the water.
	Chimaera wing	On B2F, get after lowering the water.
	Antidotal herb	On B2F, get after lowering the water.
	Iron lance	On B2F, get after lowering the water.
	Medicinal herb	On B2F, get after lowering the water.
	Iron armour	On B3F, get after lowering the water.
	Steel broadsword	On B3F, get after lowering the water.
	Silver Goddess statue	On B4F, get after lowering the water.

FIRST ENCOUNTERS

LUGWORM

HP	EXP	GOLD	MAP SECTORS		ELEPUS
30	22	27	--		

FLYGUY

HP	EXP	GOLD	MAP SECTORS		VAMPIRE BAT
34	35	47	--		

BANTAMWEIGHT

HP	EXP	GOLD	MAP SECTORS		METAL SLIME
31	20	9	--		

KILLER GILA

HP	EXP	GOLD	MAP SECTORS		
34	18	21	--		

CONTROLLING THE FLOOD

Climb aboard the raft on B1F and ride it around the corner to the south and over the waterfalls to access B3F. This floor has a number of chests atop stone platforms, but they're currently unattainable except for the chest in the northeast corner of the room. Collect the item, then cross the room to the southeast corner and ascend the stairs to B2F.



Floor B2F is currently flooded with water, but there are a number of bridges to use to reach a switch on the north side of the room. Step on this switch to lower the water and flood B3F. With the water gone, use the staircases here to collect the items from atop the platforms in this area before descending the stairs to B3F.



Save the Steel!

Hold on to any steel broadswords and suits of iron armour that you obtain in the Cistern Chapel, as they will come in handy soon enough.

Descend the stairs to B3F and board the raft. The level of the water has risen, so Torneko can use the raft to collect the items from the chests that were previously out of reach. After doing so, steer the raft to the large pedestal in the center of the room. Next, descend the stairs to reach B4F and find the **silver Goddess statue**.



Endor

Suggested Level: 7

Locked Doors



Thief's
key x1



Magic key
x5



Ultimate
key x1

A SHOP OF HIS OWN

Return to Endor and sell the silver Goddess statue to the man in the large house in the northeast corner of Endor. He'll pay 25,000 gold coins for the statue—almost enough to buy the shop! Get the rest of the money needed to purchase the shop by selling some extra weapons and armor.



WALKTHROUGH

Sales Options

Make the trip north to Ballymoral Castle to sell the armor you obtained to the man inside the castle. He'll offer a different price each time, so hold out for a really good offer. It's possible to sell a suit of iron armour for more than 1,400 gold coins, although you can purchase it in Endor for 1,200! Get the rest of your funds by selling weapons to the weapon shops.

After purchasing the shop from the old man in Endor, Torneko will send for his family. Tessie is very proud of her husband and agrees to help run the shop while Torneko goes out to acquire new weapons and armor to sell. Head to the castle to tell King Norman that the shop is open and to receive a rather large order: King Norman wants Torneko to supply his guards with six steel broadswords and six suits of iron armour.



Return to the shop and approach the counter from the opposite side to speak to Tessie. Give her any items you'd like her to sell—even the steel broadswords and iron armour the King wants. Tessie will typically sell everything Torneko gives her over the course of a day and at quite a markup! Head out into the field to battle monsters and find additional pieces of equipment.

Return to the shop in the evening and talk to Tessie behind the counter when it's time to go to bed. In the morning, talk to her from across the counter again about giving her items to sell (even if you don't have any) and she'll hand over the money made from the previous day's sales. Use this money to purchase items from other shops that Tessie can sell. Keep this up until Torneko has enough money to purchase as many steel broadswords as needed (2,000 gold coins each in Ballymoral) and suits of iron armour (1,200 gold coins each in Endor). Deliver the goods to the soldier inside Endor Castle. He's standing behind the table in the northeast corner. Keep this up until the entire order has been filled to receive 60,000 gold coins!



FUNDING THE BIG DIG

It may not sound like the best way to spend your windfall, but the old man excavating the tunnel east of Endor needs precisely 60,000 gold coins to finish the job. Visit the tunnel site and give him the money so that he can hire the workers to get the job done.

Leave the tunnel and return the next day. The old man running the operation tells Torneko that he'll send for him when the job is done. Tessie lets Torneko know when a letter arrives from the old man and, when it does, use the tunnel to continue east to end the chapter.



Can't Take It With You

Continue to operate the shop to earn some extra money and use it to buy casino tokens in Endor. Casino tokens go for 200 gold coins each in this chapter (a decent chunk of change), but at the rate you can profit from Torneko's shop, it's quite possible to purchase at least another 50 or so.



Meena and Maya and the Mahabala Mystery

This is the tale of two sisters on a mission to avenge their father's death. The eldest one, Maya, is a dancer, and her younger sister, Meena, is a fortune-teller. Their adventure begins in the entertainment capital of Libeccio, Laissez Fayre.

THE KINGDOM



The land Maya and Meena call home has witnessed a lot of changes. The former king passed away and his replacement has introduced a number of significant changes. He's even forced the citizens to rename their towns and use a foreign accent! The town of Laissez Fayre is the entertainment capital of the region. To the north lies the castle, Palais de Léon, and the portside town of Havre Léon. Havre Léon is home to a ship that will soon be setting sail for Endor.

MEENA & MAYA'S QUEST

WALKTHROUGH

- Say goodbye to the people of Laissez Fayre and seek out tips about Mahabala's death.
- Travel north to Aubout de Monde and learn about a second assistant named Oojam.
- Find Oojam and the sphere of silence in the Gupta Gupha cave to the west.
- Visit Palais de Léon to learn about the Chancellor's fear of loud noises.
- Stock up on items and talk to the residents of Havre Léon about the Chancellor and Marquis Regent.
- Visit the fortune-teller at the shrine on the peninsula to the east.
- Search Mamon and the adjoining Mamon Mine for the powder keg needed to scare the Chancellor.
- Detonate the powder keg near the Chancellor's room and follow him to the hidden throne room.
- Escape the castle with the boarding pass and flee to Havre Léon.
- Sail away to Endor.



MONSTERS OF THE FIELD

SHE-SLIME

HP	EXP	GOLD	MAP SECTORS
10	2	5	A B

WINKSTER

HP	EXP	GOLD	MAP SECTORS
17	11	13	C D

CRACK-BILLED PLATYPUNK

HP	EXP	GOLD	MAP SECTORS
25	18	30	E F

RATATAKK

HP	EXP	GOLD	MAP SECTORS
35	43	18	F G

WALKING STICK

HP	EXP	GOLD	MAP SECTORS
8	1	2	A B

FUNGHOU

HP	EXP	GOLD	MAP SECTORS
19	6	15	C D

FROLICKER

HP	EXP	GOLD	MAP SECTORS
43	28	61	E F

BULLFINCH

HP	EXP	GOLD	MAP SECTORS
20	7	17	F G

LIKSPITTLE

HP	EXP	GOLD	MAP SECTORS
13	4	10	A B C D

BAGWORM

HP	EXP	GOLD	MAP SECTORS
16	5	18	C D

SLIME

HP	EXP	GOLD	MAP SECTORS
8	1	2	E F G

WEARTIGER

HP	EXP	GOLD	MAP SECTORS
50	30	50	G

PLATYPUNK

HP	EXP	GOLD	MAP SECTORS
10	3	8	A B C D

DIRTY DOGU

HP	EXP	GOLD	MAP SECTORS
15	12	17	E

SLIMIFICATION

HP	EXP	GOLD	MAP SECTORS
40	3	1	E F G

STUMP GRUMP

HP	EXP	GOLD	MAP SECTORS
28	25	30	G

FOO DOG

HP	EXP	GOLD	MAP SECTORS
23	7	20	B

WIMP

HP	EXP	GOLD	MAP SECTORS
20	15	28	E

KING SLIME

HP	EXP	GOLD	MAP SECTORS
150	100	150	E F G

JINKSTER

HP	EXP	GOLD	MAP SECTORS
36	27	52	G

HORNY DEVIL

HP	EXP	GOLD	MAP SECTORS
14	7	11	B C D

FIRE BEATLE

HP	EXP	GOLD	MAP SECTORS
20	16	21	E

PARALYSICER

HP	EXP	GOLD	MAP SECTORS
30	25	18	F G

Laissez Fayre

Suggested Level: 1

Locked Doors

None	None	None



Item List

CONTAINER	ITEM	NOTE
Medicinal herb	Inside the dancer's quarters.	
Wayfarer's clothes	On the second floor of the empty shop.	
20 gold coins	Inside the guest room at the inn.	
Seed of strength	Behind the stage in the theatre.	
Silk robe	Behind the stage in the theatre.	
80 gold coins	Near the seats in front of the stage.	
5 gold coins	In the house next to the church.	
Leather hat	On the second floor of the house next to the church.	
Antidotal herb	In a second floor bedroom at the bar.	



Weapon Shop

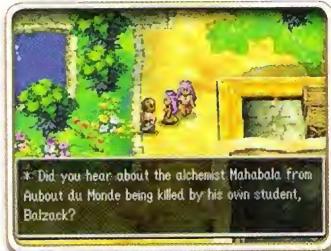
ITEM	COST	ATK	HERO (M)	HERO (F)	RACHAR	ALENA	BONITA	KIRYL	TERRENKO	MAYA	MEENA
Oaken club	30	+7	X	X	X	X	--	X	X	--	X
Copper sword	100	+12	X	X	X	--	--	X	X	--	X
Divine dagger	200	+14	X	X	X	X	--	X	X	X	X
Hunter's bow	350	+18	X	X	X	X	X	X	X	X	X

Armour Shop

ITEM	COST	DEF	HERO (M)	HERO (F)	RACHAR	ALENA	BONITA	KIRYL	TERRENKO	MAYA	MEENA
Wayfarer's clothes	70	+7	X	X	X	X	X	X	X	X	X
Silk robe	110	+10	X	X	X	X	X	X	X	X	X
Leather dress	250	+14	X	X	X	X	X	X	X	-	-
Leather hat	65	+2	X	X	X	-	X	X	X	-	X
Hairband	110	+5	X	X	X	X	X	X	X	X	X
Medicinal herb	8	HP Restore	--	--	--	--	--	--	--	--	--

SAYING GOODBYE

Maya finishes her final performance on the stage in Laissez Fayre, takes the 100 gold coins Manager Artois pays her, and heads to bed for the night. Come morning, Meena and Maya set about making their final visits around town for they are off in search of their father's murderer. Manager Artois suggests they visit their father's grave in the recently-renamed town Aubout de Monde to the north. He also mentions a castle even further to the north.



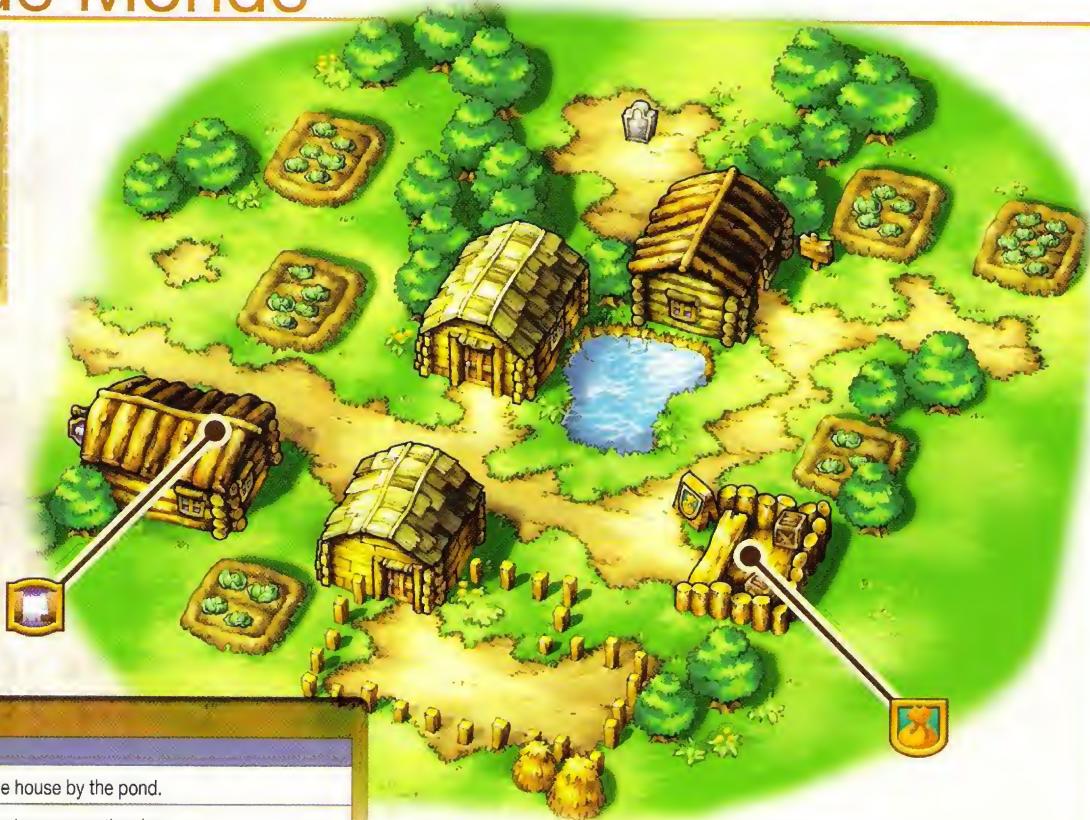
The people visiting Laissez Fayre have all heard about the alchemist Mahabala's death and wish Meena and Maya well in their travels. Return to the theatre and locate the **silk robe** behind the stage, near Manager Artois. Speak to everyone in town to learn about the missing pub worker Blondelle, then sell the dancer's costume at the armour shop and equip the silk robe found earlier. Purchase a couple of hairbands for the girls and a divine dagger for Maya.

A NIGHTTIME VISIT

Head out into the field and battle the monsters surrounding Laissez Fayre until nightfall, then return to the town. First, head into the guestroom at the inn to scare the dancer hiding there. Follow her into the small courtyard near the well and talk to her to learn of her fears about the castle to the north. Pay a final visit to the theatre to see the performance and give the bar a thorough once-over for items and tips.



Aubout de Monde



Item List

CONTAINER ITEM	NOTE
	Leather shield
	Inside the house by the pond.
	Seed of magic
	35 gold coins
	Inside the house near the sign.
	Next to the gravestone.

SHOP GUIDE

Item Shop			HERO (M)	HERO (F)	RAJAHAR	ALENA	BORYA	KIRYL	TORNEKO	MAYA	ARENA	
ITEM	COST	ATK										
Medicinal herb	8	HP restore	--	--	--	--	--	--	--	--	--	
Antidotal herb	10	Cure poison	--	--	--	--	--	--	--	--	--	
Chimaera wing	25	Return to location	--	--	--	--	--	--	--	--	--	
Leather dress	250	DEF +14	X	X	X	-	X	X	X	X	X	
Feathered cap	280	DEF +8	X	X	X	X	X	X	X	X	X	
Chain sickle	550	ATK +20	X	X	X	X	X	X	X	--	--	

HOME SWEET HOME

The village of Aubout de Monde is where the Mahabala girls grew up and the residents of this quaint village still remember them. One even kept their puppy dog and raised him! Say hello to the people in the village to hear some rumors, specifically about Mahabala's pupil Balzack and the second assistant Oojam (who is believed to be hiding in the cave to the west). Cut through the house near the sign to visit the grave of Meena and Maya's deceased father and to locate the **seed of life**.



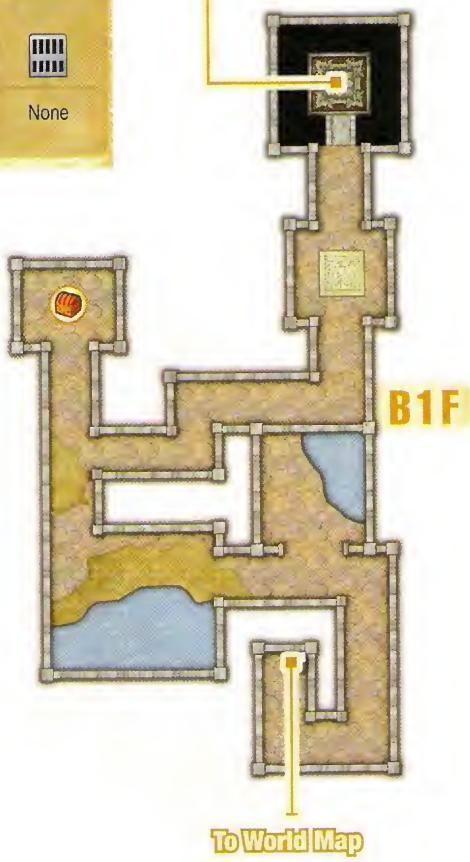
Return to the field to battle additional monsters and revisit the village at night. Descend the stairs in the house near the sign to meet a friendly slime that has some information about Oojam.

Don't Stray Too Far North

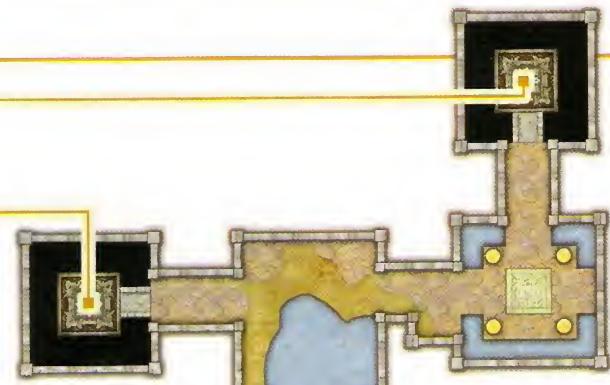
While awaiting nightfall, stay close to the village when in the field. Venturing too far north at too low of a level may result in a chance encounter with monsters the girls aren't quite ready to deal with just yet—and they may block any attempts to flee, so be careful!



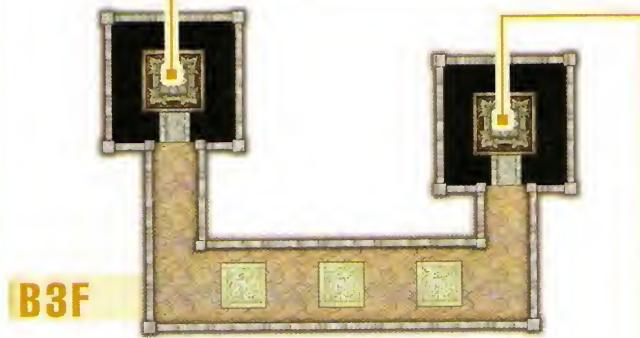
The Gupta Gupha



[To World Map](#)



WALKTHROUGH



Item List

CONTAINER	ITEM	NOTE
	Chimaera wing	In the northeast corner of B1F.
	240 gold coins	On the west side of B2F.
	Seed of life	On the east side of B2F.
	Night light	In the center of B4F.
	Sphere of silence	Near the center of B4F.

FIRST ENCOUNTERS

DIRTY DOGU			
HP	EXP	GOLD	MAP SECTORS
15	12	17	--

WIMP			
HP	EXP	GOLD	MAP SECTORS
20	15	28	--

FIRESPIRIT			
HP	EXP	GOLD	MAP SECTORS
12	6	16	--

CRACK-BILLED PLATYPUNK			
HP	EXP	GOLD	MAP SECTORS
25	18	30	--



IN SEARCH OF OOJAM

The cave the old man in Aubout de Monde spoke of is known as the Gupta Gupha and Meena and Maya aren't the only ones interested in it. There's a man inside the entrance on B1F who mentions an item known as the **sphere of silence**—definitely something to look for!

Head north through B1F and climb aboard the moving platform at the far end of the corridor to descend to B2F. There are a couple of chests on B2F, but first proceed to the northwest corner and ride that platform to B4F. Collect the **night light** from the chest on the center island and talk with Oojam to learn about Balzack's intentions. Oojam insists on accompanying the girls in their quest for vengeance and joins the party.



Oojam

A secondary character who will fight alongside Meena and Maya, but is not controlled by the player.



Companion Stats

ATTRIBUTE	RATING	ATTRIBUTE	RATING	ATTRIBUTE	RATING
HP	95	AGI	8	LCK	4
MP	0	RES	4	ATK	68
STR	40	WIS	20	DEF	38

Magic: N/A

Oojam joins the party out of allegiance to the girls' father and the anger he feels toward Balzack. Oojam comes quite prepared for battle. He doesn't know any magic spells, but this isn't a detriment. Oojam's impressive strength makes him capable of defeating most monsters with just one or two strikes. Perhaps his most useful ability is his lockpicking skill. He can unlock many locked doors instantly—just lead the party toward the locked door and watch it open!

Return to B2F and head south, making sure to explore both sides of the central pond. Grab the **240 gold coins** and **seed of life**, then ride the platform in the center of the floor down to B3F and continue on to B4F to find the **sphere of silence**.

Maya and Meena will need this powerful item to silence the magical attacks of their foes. Retrace your steps back to the field and make a stop at the inn in Aubout de Monde to recover before heading north to Palais de Léon.



King Slime!

Be on the lookout for slimes in this area with higher HP levels. Allow them to call for additional slime backup (choose Defend when assigning battle plans) until there are eight of them on-screen. Sometimes they will fuse together to form a king slime that yields more experience and gold coins than the eight individual slimes.



Palais de Léon



WALKTHROUGH

Item List

CONTAINER ITEM	ITEM	NOTE
	200 gold coins	Inside Chancellor's quarters.
	Dancer's costume	In a second floor bedroom.
	Seed of strength	Inside the dungeon cell in the basement.
	Boarding pass	In the secret room near the dungeon.

THE HIDDEN REGENT

The three red doors leading into the castle are all locked. Under normal circumstances, you would need the magic key to open them. Fortunately, Oojam has no trouble picking the locks!



There isn't much to see at the castle and, unlike other areas, there are no shops or churches. Speak to the Chancellor in the southeast corner of the first floor and take the **200 gold coins** from the dresser in his room. Nobody knows where the Marquis Regent's chamber is except for the Chancellor, who will throw anyone who interrupts him into jail! There's no way for the vengeful group to gain an audience with the ruler of the land if he's in hiding.

Head upstairs and talk with the folks on the balconies, both to the north and south. The person on the north side of the castle thinks he hears someone below him (a possible hint to the Marquis Regent's location) and the girl on the south side suggests making a loud noise outside the Chancellor's chamber to scare him. With little else to do in this area, continue northward to the port town of Havre Léon.



Havre Léon

Suggested Level: 8

Locked Doors

None	None	Ultimate key x3



Item List

CONTAINER	ITEM	NOTE
	15 gold coins	On the dock near the ship.
	Medicinal herb	On the dock near the ship.
	Seed of magic	On the lower deck onboard the ship.
	Mini medal	In a jail cell, use the ultimate key.
	Seed of strength	In a jail cell, use the ultimate key.
	Mini medal	In a jail cell, use the ultimate key.

Weapon Shop

ITEM	COST	ATK	HERO (M)	HERO (F)	MAGMAR	ALEXA	SUVYA	KYRI	TORREKO	MAYA	MEXA
Chain sickle	550	+20	X	X	X	X	--	X	X	--	X
Iron fan	620	+22	--	--	--	--	--	--	--	X	--
Poison moth knife	750	+24	--	--	--	--	X	--	X	X	X
Holy lance	1250	+33	--	--	X	--	--	X	--	--	X
Poison needle	1300	+0	--	--	--	--	X	--	--	X	--

Armour Shop

ITEM	COST	DEF	HERO (M)	HERO (F)	MAGMAR	ALEXA	SUVYA	KYRI	TORREKO	MAYA	MEXA
Leather dress	250	+14	--	X	--	X	--	--	--	X	X
Fur coat	600	+22	X	X	X	X	--	X	X	X	X
Iron armour	1200	+30	X	X	X	--	--	X	--	--	X
Leather shield	90	+4	X	X	X	--	X	X	X	--	X
Scale shield	180	+7	X	X	X	--	X	X	X	--	X
Feathered cap	280	+8	--	--	--	X	--	--	--	X	X

Item Shop

ITEM	COST	EFFECT
Medicinal herb	8	Restores a little of one party member's HP.
Antidotal herb	10	Cures a party member of poison.
Holy water	20	Wards off weaker enemies for a short term.
Chimaera wing	25	Can be used to return to any previously-visited location.
Moonwort bulb	30	This lunar root cures a party member of paralysis.

MEENA AND MAYA AND THE MAHARALA MYSTERY

80

AN EXPLOSIVE IDEA

The port town of Havre Léon is a full-fledged town complete with a church, an inn, and various shops and bars. Despite all of these accommodations, the townspeople aren't terribly happy—the Marquis Regent has ceased issuing boarding passes to Endor, making the port rather useless.

Tour the town and purchase new items and equipment from the shops and speak with the men near the pier and on the ship. Enter the small white building on the east side of town to visit the jail and speak with the man in the cell to the far-right to learn how he got thrown in jail. He states that if they want to get the Chancellor to leave his room, they must scare him with a keg of gunpowder. By doing so, it may trick the Chancellor into revealing the Marquis Regent's location!



Nun the Wiser

Stop at the shrine on the small peninsula west of Havre Léon to have the party's fortune told. The prophet, Nun the Wiser, will speak of the man they wish to take vengeance upon and also of the power that serves to protect Maya and Meena.



Mamon



Item List

CONTAINER	ITEM	NOTE
	Leather hat	Inside the inn.
	Medicinal herb	In the house west of the inn.
	Holy water	In the building north of the church.
	10 gold coins	Inside the abandoned shop near the mine entrance.
	Scale shield	Inside the abandoned shop near the mine.



IGNORE THE WARNINGS

The people of Mamon aren't in good shape. They have been prohibited from using gunpowder in the mines thanks to the prank pulled on the Chancellor. However, that's the least of their troubles—the mines have begun emitting a toxic purple gas that seems to be poisoning the miners. If that wasn't bad enough, monsters are now swarming throughout the mine.

Talk with the people in Mamon, spend the night at the inn, and save your progress at the church before entering the mine. Avoid stepping in the purple liquid near the mine's entrance and enter the back of the abandoned shop to the west to find a **scale shield** inside a chest.



Mamon Mine

Suggested Level: 9

Locked Doors



None



None



None

Item List

CONTAINER	ITEM	NOTE
	Seed of magic	Near the mine entrance on B1F.
	Silver tarot cards	At the north end of B1F.
	Seed of life	On the west side of B2F, near the graves.
	50 gold coins	In the northwest corner of B2F.
	Powder keg	Near the stairs in B3F.

FIRST ENCOUNTERS

VAMPIRE BATTLER



SALAMANDER FRY



VENUS GUYTRAP



LOST SOUL



FEATHERWEIGHT



METAL SCORPION



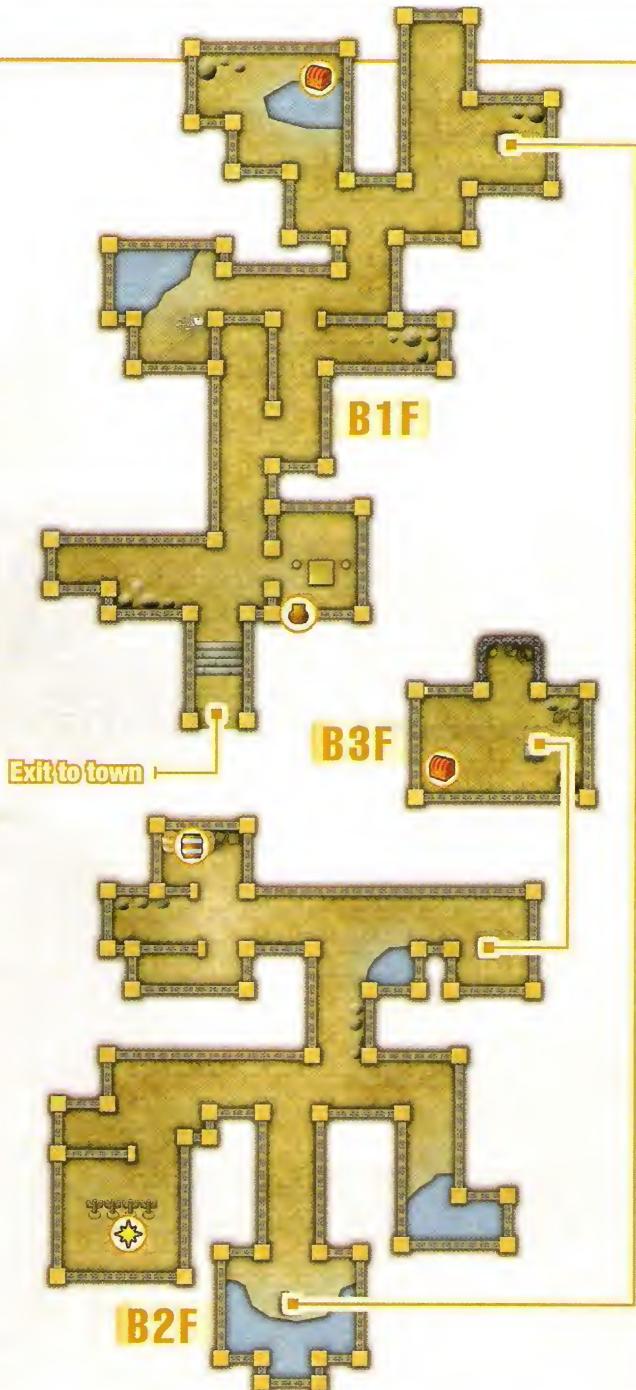
MINING FOR GUNPOWDER

The Mamon Mine is home to a number of tough foes that attack in groups of two or more. Fortunately, both Meena and Maya should know spells that can hit multiple enemies at once. Have them each cast Woosh and Sizz to inflict large amounts of damage to multiple enemies.



Change the Line-Up

This is a great time to rearrange the order of the characters in your party. Consider putting Oojam in the front so that he can attack sooner in the battle and perhaps lure more of the enemy attacks away from the sisters.



Head north through B1F and take the **silver tarot cards** from the chest near the pond before descending to B2F. Battle through the monsters on B2F to reach the stairs in the northeast corner, then descend to B3F to find the **powder keg**. Retrace your steps (or use the Evac spell) back to the mine's exit and save again at the church before returning to Palais de Léon. Consider stopping at Havre Léon on the way to upgrade Maya and Meena's armor and weapons.



Palais de Léon

Suggested Level: 10

Locked Doors



None



Magic key x3



Ultimate key x1

UNCOVER THE THRONE ROOM

Enter the castle through the right-hand door and use the powder keg in the hallway next to the Chancellor's door to scare him. Stay in this side hallway until the Chancellor heads north down the hallway to the far corner.

Slowly follow after him, but stay out of sight when he turns around. He'll turn left and press a hidden button on the wall, causing him to seemingly disappear through the wall.

Inspect that spot on the wall to find the hidden button and enter the throne room.



Balzack

HP
300

EXP
500

GOLD
0



Recommended Status & Equipment

CHARACTER	LEVEL	WEAPON	ARMOR	SHIELD	HELM	ACCESSORY
Meena	10	Holy lance	Iron armour	Scale shield	Feathered cap	--
Maya	10	Iron fan	Fur coat	--	Feathered cap	--
Oojam	N/A	Iron lance	Bronze armour	Scale shield	Leather hat	--



Balzack is a powerful creature with a vicious claw attack, a wealth of HP, and infinite MP. It can cast several different spells or launch a fireball attack that inflicts damage against the entire party. Start the battle by using the sphere of silence and by casting Sap to weaken Balzack's abilities and defensive prowess.

Oojam and Meena cause significant damage with their weapons and Maya does the same with her combative magic spells. Don't let anyone's HP drop below 30 without casting Heal or using a medicinal herb to restore lost HP. As long as Maya can alternate attacks with her role as the party's healer, Balzack will most certainly fall.



!!SPOILER WARNING!!

Balzack was but a pawn for the far more powerful Marquis de Léon. This enormous monster will attack after Balzack is defeated—don't even try to win. Just let the party fall and don't waste any medicinal herbs prolonging the inevitable. The party will awaken inside the castle dungeon.

FLEE THE LAND

Talk with the party's cellmate in the dungeon to learn his true identity and follow his advice to flee the land. Smash through the barrels and jars blocking the hole in the wall and take the **boarding pass** from the chest in the next room. Oojam serves as a distraction outside the castle, buying Maya and Meena time to make an escape. Head north to the port town of Havre Léon and board the ship bound for Endor. Search the ship for items and talk to the passengers and crewmates, then speak with the captain when you're ready to leave.



The Chosen, Part 1

Far to the east of Endor, nestled deep in the mountains, lies a little hamlet with no name. Its inhabitants once lived in solitude, never venturing outside, never welcoming outsiders. In fact, but for the villagers themselves, the world was oblivious to the very existence of this tiny settlement. Until one day...

THE CHOSEN



The hero had grown up in a small village inside the hidden valley, a place no one had visited and no inhabitants had ever left. It turns out that the hidden valley was actually in the central part of the northern continent, not terribly far from Casabranca. The region is bound by a series of mountains and desert to the east, water to the south, and the massive kingdom of Endor to the west.

HERO'S QUEST

- Hide from the monster's assault on the hidden valley and escape to the south.
- Visit the woodcutter's cabin to gain some supplies before continuing south.
- Gather information from the people of Casabranca and speak to King Humphrey.
- Be the one-thousandth person to pass through Torneko's Trans-Montane Tunnel to receive a prize!
- Locate Meena and Maya in Endor and invite them to join your party. Spend time leveling up before heading east.



MONSTERS OF THE FIELD

SLIME HP EXP GOLD MAP SECTORS 8 1 2 A	BUBBLE SLIME HP EXP GOLD MAP SECTORS 12 6 8 B C D	MAD MOLE HP EXP GOLD MAP SECTORS 16 9 10 E	CARNIVINE HP EXP GOLD MAP SECTORS 17 7 18 E F
SCISSOR BEATLE HP EXP GOLD MAP SECTORS 9 1 4 A	STUMP CHUMPS HP EXP GOLD MAP SECTORS 21 7 13 B C D	WINKSTER HP EXP GOLD MAP SECTORS 17 11 13 E	BODKIN FLETCHER HP EXP GOLD MAP SECTORS 17 18 16 E F
WALKING STICK HP EXP GOLD MAP SECTORS 8 1 2 A	FIRESPIRIT HP EXP GOLD MAP SECTORS 12 6 16 B C D	SPLATYPUNK HP EXP GOLD MAP SECTORS 22 14 10 E	LUGWORM HP EXP GOLD MAP SECTORS 30 22 27 F
MOUSEFLAP HP EXP GOLD MAP SECTORS 11 3 5 A	PLATYPUNK HP EXP GOLD MAP SECTORS 10 3 8 B C D	HEALSLIME HP EXP GOLD MAP SECTORS 16 7 11 E F	METAL SLIME HP EXP GOLD MAP SECTORS 4 1350 5 F
WIGGLY HP EXP GOLD MAP SECTORS 11 3 6 B C	LIKSPITTLE HP EXP GOLD MAP SECTORS 13 4 10 D	FOO DOG HP EXP GOLD MAP SECTORS 23 7 20 E F	CRACK-BILLED PLATYPUNK HP EXP GOLD MAP SECTORS 25 18 30 F

WALKTHROUGH

Hidden Valley

Suggested Level: 1

Locked Doors



None None None

Item List

CONTAINER	ITEM	NOTE
	3 gold coins	In the underground storeroom.
	Medicinal herb	In the underground storeroom.
	Seed of strength	In the underground storeroom.
	Antidotal herb	Under the trellis near the storeroom.
	Medicinal herb	Inside the hero's house.
	Feathered cap	In the center of the village with the flowers (after the main event).



A HERO'S TIME HAS COME

Back in a nondescript mountain village, a young hero is given a **packed lunch** to deliver to his father. Take the meal outside and give it to the hero's father near the lake at the north end of the village. Take a moment to stroll around the village and collect any items that you may have missed during the opening prologue. Return home and talk to the hero's mother.



While the hero eats his lunch, the man from the inn rushes in to warn of a monster invasion. He quickly ushers the hero to the underground storeroom, where he is instructed to hide. It's clear that a great secret has been kept from the hero and that his survival is of paramount importance. His training mentor hands over **"The Big Book of Beasts"** to aid in his preparation and wishes him the best of luck.



Stay in the hiding place until the fighting settles down and the monsters are ordered to leave the area. Climb the stairs back above ground to find the village completely destroyed. Take the **feathered cap** in the center of the village and head south from the village in search of help.

Woodcutter's Cabin

THE CHOSEN

Suggested Level: 1

Locked Doors



None None None

A BRIEF RESPITE

Head south from the hidden valley to the woodcutter's cabin and visit the lumberjack. Fortunately, he's willing to share what little he has to help the young hero in his travels. Take the **leather armour** from the dresser and collect the items from the clay jars in the corner of the cabin. Also, locate the **seed of life** near the gravemaker outside the cabin.



Item List

CONTAINER	ITEM	NOTE
	Leather armour	Inside the cabin.
	Medicinal herb	Inside the cabin.
	50 gold coins	Inside the cabin.
	Seed of life	By the gravemaker.

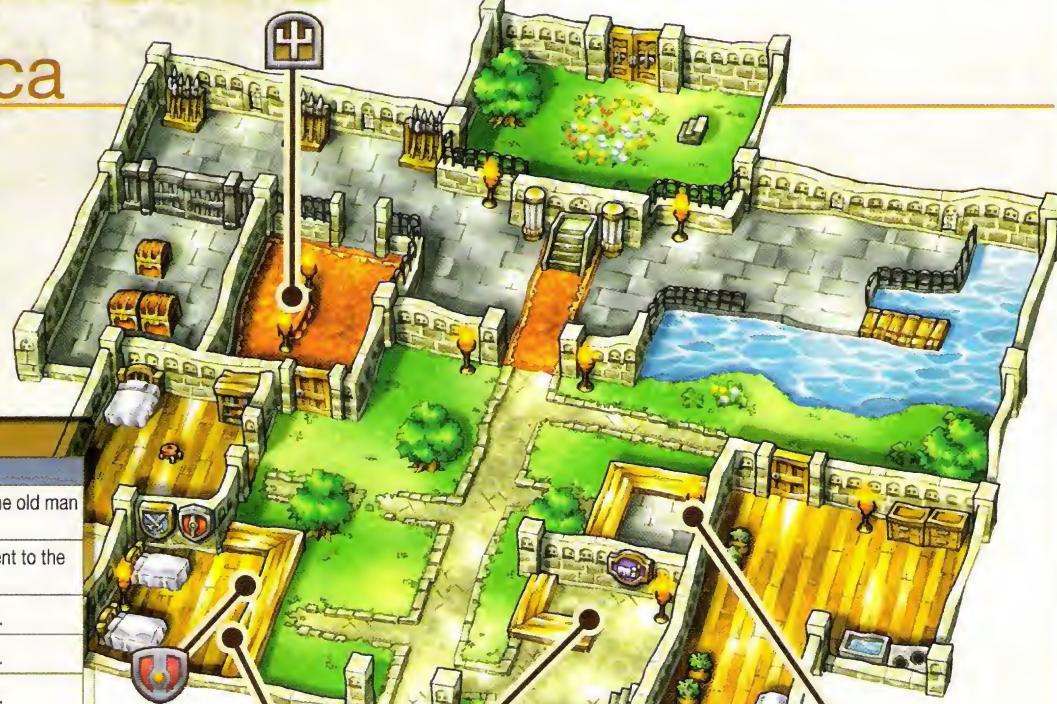
Casabranca

Suggested Level: 1

Locked Doors



None None Ultimate key x1



Item List

CONTAINER	ITEM	NOTE
	20 gold coins	In the room with the old man near the church.
	Plain clothes	In the room adjacent to the item shop.
	350 gold coins	Behind the church.
	Prayer ring	Behind the church.
	Mini medal	Behind the church.

SHOP GUIDE



Weapon Shop

ITEM	COST	ATK	HERO (M)	HERO (F)	RAJNAR	ALENA	BORYA	KIRFL	TORNEKO	MAYA	MEEHA
Oaken club	30	+7	X	X	X	X	--	X	X	--	X
Copper sword	100	+12	X	X	X	--	--	X	X	--	X
Divine dagger	200	+14	X	X	X	X	--	X	X	X	X
Hunter's bow	350	+18	X	X	X	X	X	X	X	X	X



Armour Shop

ITEM	COST	DEF	HERO (M)	HERO (F)	RAJNAR	ALENA	BORYA	KIRFL	TORNEKO	MAYA	MEEHA
Leather armour	180	+12	X	X	X	X	X	X	X	--	--
Chain mail	350	+18	X	X	X	X	--	X	X	--	--
Leather shield	90	+4	X	X	X	--	X	X	X	--	X
Scale shield	180	+7	X	X	X	--	X	X	X	--	X
Leather hat	65	+2	X	X	X	X	X	X	X	X	X
Hardwood headwear	120	+6	X	X	X	--	--	X	X	--	--



Item Shop

ITEM	COST	EFFECT
Medicinal herb	8	Restores a little of one party member's HP.
Antidotal herb	10	Cures a party member of poison.
Holy water	20	Wards off weaker enemies for a short term.
Chimaera wing	25	Can be used to return to any previously-visited location.

TRAVEL ADVICE

Spend some time in Casabranca talking to the people and locate the **20 gold coins** in the old man's quarters. Many of the residents will mention the exploits of other travelers such as Torneko and a famous dancer and fortune-teller. The last two are believed to be in Endor at this very moment—and getting there won't be difficult thanks to the tunnel Torneko helped dig!



Go inside the main part of the castle and speak to King Humphrey. Whether or not the king knows that the hero is indeed the chosen one is uncertain, but he nevertheless wants the youngster to travel and train so that he can help defeat the Lord of the Underworld.

Take a moment to sell the feathered cap and use the proceeds to buy a **scale shield** and **hardwood headwear**. Exit the castle and head southwest toward the tunnel leading to Endor.

A Fairy Tale?

Descend the stairs inside the throne room and speak to the girl in the garden. She speaks of a legend that may shed some light on what the hero's father meant when he said that he and his wife weren't the hero's real parents.



Torneko's Trans-Montane Tunnel

Suggested Level: 2

Locked Doors



None



None



None



THE CHOSSEN

The eastern end of the tunnel isn't far from Casabranca; to reach it, simply head south toward the water. Enter the cave-like entrance. If the hero is the one-thousandth person to pass through the tunnel since its creation, you'll receive 2,000 gold coins worth of casino tokens (100 casino tokens) as a prize, courtesy of King Norman of Endor.



Casino Token Exchange Rate

Casino tokens are now worth 20 gold coins each. You still cannot exchange them for cash; instead, you must cash them in for one of the prizes at the casino.

Endor

Suggested Level: 2

Locked Doors



Thief's key x1



Magic key x5



Ultimate key x1

A Beautiful Day for a Wedding

The wedding between Prince Regan of Ballymoral and Princess Veronica of Endor is today. Go to the spectator area of the Colosseum to view the couple's wedding.

THE PARTY GROWS

The rumors surrounding the twin visitors to Endor were true. Meena is on the north side of town, just outside the church. Give her 10 gold coins to have her read the hero's fortune, then watch as she lights up with joy. Meena and Maya have been on a quest to find the hero and now here they are together! Lead Meena to the casino and locate Maya near the slot machines. Maya will join the party and all of the items the girls were carrying are once again available to use or sell.



Assigning Tactics

You can now pre-assign battle tactics to each party member before heading into battle (or even during it). There are several tactical plans to utilize—use them to reduce the number of individual commands you have to give during combat and to make each party member (hero excluded) follow a particular strategy. Consult the “Hero’s Basics” chapter in this book for a detailed explanation on the different styles.

Bank on It!

Although Tessie has transformed Torneko's weapon shop into the Rainbow's End Gold Bank, you likely won't have enough money to use its services. She only accepts deposits and withdrawals in denominations of 1,000 gold coins at a time, but leaving money in the Rainbow's End Gold Bank protects it from thieving monsters who steal half the party's gold if they fall in battle. Use the Zoom spell to return to Endor to make a deposit or withdrawal when necessary.



The hero is free to lead Maya and Meena on a journey through the western reaches of the kingdom of Endor, but they soon become stuck, with no place to advance. Instead, their journey must head east past Casabranca and into the expansive desert that lies beyond. The area east of Casabranca is crawling with nasty monsters, so spend some time leveling up and accumulating additional wealth in the vicinity of Endor and Ballymoral. Make sure the hero has the best possible equipment before leaving this area.



Grand Re-Opening: Ballymoral Armour Shop

The armor shortage in Ballymoral has come to an end and the shop is now open for business. The armour shop carries each of the following items: fur coat, bronze armour, iron armour, iron shield, hardwood headwear, and the feathered cap.

The Chosen, Part 2

THE CHOSEN



The area east of Casabranca is primarily uninhabited, except for the father and son at the Last Chance Saloon. A massive desert occupies the vast expanse between the mountains; it is impossible to cross without the support of a horse-drawn wagon. There are several nice towns to visit south of the desert and beyond the mountains. One town is a major seaport for those wishing to sail to the southern continent.

HERO'S QUEST

- Speak to Hoffman and his father to learn about Con Cave to the east.
- Locate the symbol of faith in Con Cave and bring it back to Hoffman.
- Travel across the desert with Hoffman and his horse and wagon to the town of Bath.
- Trek south to the port town of Porthtrunnel to learn about the problems with Pharos Beacon.
- Defeat the monsters atop the tower and restore the holy embers.
- Return to Porthtrunnel and unite with Torneko to travel across the sea to Mintos.



MONSTERS OF THE FIELD

BODKIN ARCHER	CRESTED VIPER
HP 21 EXP 13 GOLD 15 MAP SECTORS A	HP 31 EXP 18 GOLD 25 MAP SECTORS B C

PICKSY	HEALSLIME
HP 29 EXP 16 GOLD 20 MAP SECTORS A	HP 16 EXP 7 GOLD 11 MAP SECTORS B D

JINKSTER	RESTLESS ARMOUR
HP 36 EXP 27 GOLD 52 MAP SECTORS A	HP 54 EXP 55 GOLD 49 MAP SECTORS B D

MANDRAGORE	METAL SLIME
HP 30 EXP 26 GOLD 17 MAP SECTORS A	HP 4 EXP 1350 GOLD 5 MAP SECTORS B D

BANTAMWEIGHT	BODKIN BOWYER
HP 31 EXP 20 GOLD 9 MAP SECTORS A	HP 27 EXP 47 GOLD 16 MAP SECTORS B C D

WINKY	CRACK-BILLED PLATYPUNK
HP 42 EXP 27 GOLD 40 MAP SECTORS A B C	HP 25 EXP 18 GOLD 30 MAP SECTORS C

THORNY DEVIL	FLYGUY
HP 25 EXP 15 GOLD 25 MAP SECTORS A D	HP 34 EXP 35 GOLD 47 MAP SECTORS C D

LUGWORM	PTERANODON
HP 30 EXP 22 GOLD 27 MAP SECTORS A D	HP 41 EXP 36 GOLD 50 MAP SECTORS C D

ARMOURED SCORPION	WEARTIGER
HP 21 EXP 7 GOLD 13 MAP SECTORS A B C	HP 50 EXP 30 GOLD 50 MAP SECTORS D

STUMP GRUMP	FEATHERWEIGHT
HP 28 EXP 25 GOLD 30 MAP SECTORS B	HP 52 EXP 50 GOLD 51 MAP SECTORS D

SWEATY YETI	CYCLOWN
HP 55 EXP 70 GOLD 68 MAP SECTORS B	HP 41 EXP 32 GOLD 34 MAP SECTORS D

Last Chance Saloon

Suggested Level: 5

Locked Doors

	None
	None
	None

Item List

CONTAINER	ITEM	NOTE
	Antidotal herb	Behind the building; rotate the camera to see it.
	Packed lunch	Inside Hoffman's house.
	15 gold coins	Inside Hoffman's house.

WALKTHROUGH

A DESERT RESPITE

The Last Chance Saloon rests on the edge of the massive desert to the south and offers a perfect place to rest. The innkeeper's son, Hank

Hoffman Jr., has a wagon that can help travelers cross the desert, but he's not willing to loan it out. Hoffman once had a friend who betrayed his trust during a treasure hunt and ever since then, he refuses to loan anything to anyone.



*: Now I'm in a pickle. I was hoping to borrow a wagon to cross the desert, but that guy's a real hard nut.

Gather the items inside the building and talk to the guest and innkeeper. The innkeeper, Hoffman's father, elaborates on his son's story. He says the treasure Hoffman had mentioned is located far to the east in Con Cave.

Tough Going Ahead

There are some dangerous monsters lurking in the cave to the east, so spend some time near the Last Chance Saloon leveling up. Try to advance the hero to level 7 or higher and equip him with an iron lance and iron armour.

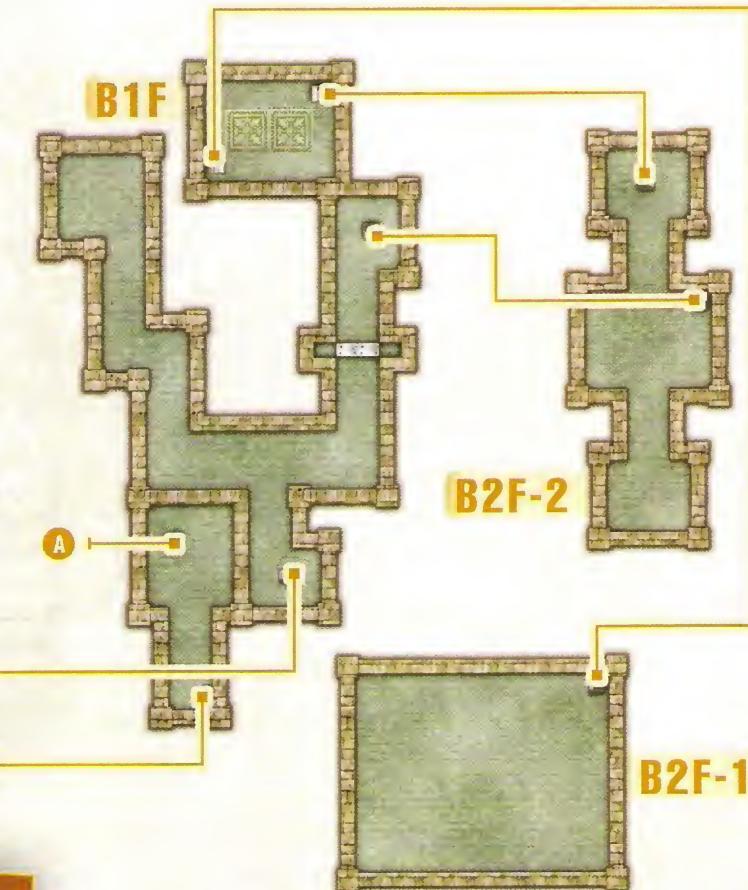


Con Cave

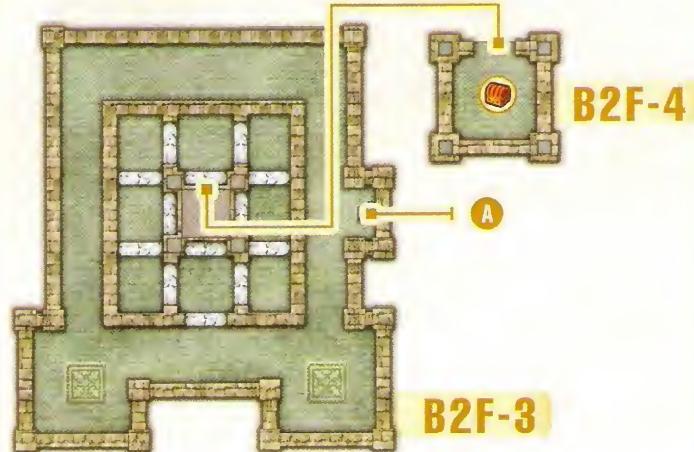
Suggested Level:	7
Locked Doors:	
	None
	None
	None

Item List	
CONTAINER ITEM	NOTE
	Symbol of faith In the center of B2F-4.

THE CHOSEN



B2F-1



B2F-3

B2F-4

FIRST ENCOUNTERS

VAMPIRE BAT

HP	EXP	GOLD	MAP SECTORS
25	11	23	--



TRICKSY

HP	EXP	GOLD	MAP SECTORS
35	450	20	--



FROLICKER

HP	EXP	GOLD	MAP SECTORS
43	28	61	--



THINGS ARE NOT AS THEY SEEM

Break through the cracked wall near the entrance and follow the path around to the east. A trap door opens in the floor and, although the hero makes it across in time, Meena and Maya aren't as fortunate. Descend the stairs to B1F to find Maya and Meena—but it's actually a pair of frolickers in disguise! Top off the hero's health and head to the northwest corner to fight the imps.



It Takes Three

Con Cave has several large doors that can only be broken through or pushed aside when all three party members are working together. This is important to remember, as it will become very difficult to progress if the group becomes separated.

The hero gets tricked into another conversation with monsters pretending to be Maya and Meena shortly after the battle with the frolickers, so make sure he has plenty of HP at the end of the first fight. The second battle is much tougher, as there are two tricksies and a pair of vampire bats.



Trivia

The real Maya and Meena are located at the south end of B2F-2. To get them, you must answer a simple trivia question to prove you're not an imposter. Maya asks if Meena was the one wasting all the money at the Endor casino. The answer, of course, is no.

Return to the main floor, push aside the massive door to the south, and descend the stairs. Continue down another flight of stairs to B2F-3. This floor contains a number of breakable walls radiating outwards from a central room. Break through the walls to reach the north side of the room and enter from there to find the **symbol of faith**.



ACROSS THE DESERT

Return to the Last Chance Saloon and show Hoffman the symbol of faith. He's now willing to consider that maybe his friend didn't abandon him. Hoffman decides to lend the party his horse and wagon, plus he decides to tag along! The horse, Mary Lou, and the wagon allow for extra party members and items to be transported when travelling the field—now you can expand your party to beyond four.



Hoffman

A secondary character who will fight alongside the hero, but is not controlled by the player.

Companion Stats

ATTRIBUTE	RATING	ATTRIBUTE	RATING	ATTRIBUTE	RATING
HP	96	AGI	26	LCK	22
MP	0	RES	13	ATK	58
STR	30	WIS	24	DEF	47



Magic: N/A

The party no doubt benefits from Hoffman's youthful exuberance and fitness. His lack of any magical knowledge is more than offset by his lofty maximum HP, high strength, and agility ratings. Although he isn't particularly well-equipped for the rigors of the battlefield, his iron lance is plenty helpful and his high luck rating all but guarantees an abundance of critical hits.

From the Last Chance Saloon, go southeast across the desert to reach the town of Bath. The desert lacks any tell-tale landmarks and the enemies are quite tough. Continue across the desert to reach the mountains, then follow the mountains to the small clearing that leads into Bath.



Bath

THE CHOSEN



Item List

CONTAINER	ITEM	NOTE
	Mini medal	In the northeast corner, near the bath.
	Seed of strength	Near the graveyard in the northwest corner.
	Seed of agility	Inside the house next to the item shop.
	50 gold coins	Inside the building with the shops.
	Leather shield	Inside the smaller of the two inns.
	Antidotal herb	Behind the large inn, on the ledge.

SHOP GUIDE

Weapon Shop

ITEM	COST	ATK	HERO (M)	HERO (F)	RAGNAF	ALENA	BONITA	KIRYL	TORNEDO	MAYA	MESHA
Hunter's bow	350	+18	X	X	X	X	X	X	X	X	X
Chain sickle	550	+20	X	X	X	X	--	X	X	--	X
Iron fan	620	+22	--	--	--	--	--	--	--	X	--
Poison moth knife	750	+24	--	--	--	--	X	--	X	X	X
Iron lance	880	+28	X	X	X	--	--	X	X	--	--
Holy lance	1250	+33	--	--	X	--	--	X	--	--	X

Armour Shop

ITEM	COST	DEF	HERO (M)	HERO (F)	RAGNAF	ALENA	BONITA	KIRYL	TORNEDO	MAYA	MESHA
Fur coat	600	+22	X	X	X	X	--	X	X	X	X
Bronze armour	700	+25	X	X	X	--	--	X	X	--	X
Iron armour	1200	+30	X	X	X	--	--	X	--	--	X
Iron shield	650	+12	X	X	X	--	--	X	X	--	X
Hardwood headwear	120	+6	X	X	X	--	--	X	X	--	--
Feathered cap	280	+8	--	--	--	X	--	--	--	X	X

Item Shop

ITEM	COST	EFFECT
Antidotal herb	10	Cures a party member of poison.
Holy water	20	Wards off weaker enemies for a short term.
Chimaera wing	25	Can be used to return to any previously-visited location.
Moonwort bulb	30	Cures a party member of paralysis.

A TOUR OF TOWN

The town of Bath is known for two things: its namesake spring-fed baths and the suit of armor displayed in the church. The armor is believed to have been worn by the great knight Bladud, who defended the town from a monster invasion. To learn about these things, speak to the shirtless man who serves as a tour guide during the day.



Take some time to gather the items scattered around town, particularly the **mini medal** near the main bath, and speak with the townsfolk. You'll hear about Torneko Taloon wherever you go in Bath—he must be doing very well in his trade! Visit at night and speak to the man hiding in the bushes near the bath to get a differing opinion on the suit of armor in the church. Also, speak to the woman near the bath to learn about the town to the south, Porthtrunnel.

Competing Inns

Looking for a good night's rest? If so, stay at the larger of the two inns since it is much cheaper. The large inn charges 4 gold coins per person, whereas the neighboring inn to the north charges 10 gold coins per person.

Porthtrunnel

Suggested Level:		10
Locked Doors		
None	None	Ultimate key x1



WALKTHROUGH

Item List

CONTAINER	ITEM	NOTE
	Mini medal	In the northeast corner, next to the house.
	Wayfarer's clothes	Inside the house near the inn.
	15 gold coins	Inside the dockyard, on the dock.
	Mini medal	Inside the dockyard, on the dock.
	Seed of strength	Inside the dockyard, at the far end of the dock.
	Antidotal herb	At the dockyard, downstairs aboard the larger ship.

CONTAINER	ITEM	NOTE
	7 gold coins	At the dockyard, downstairs aboard the larger ship.
	Holy water	At the dockyard, downstairs aboard the larger ship.
	Boxer shorts	At the dockyard, inside the smaller of the two ships.
	Mini medal	At the dockyard, inside the smaller of the two ships.
	Massacre sword	Use the ultimate key during a later part of the game.



Weapon Shop

ITEM	COST	ATK	HERO (M)	HERO (F)	RACHAEL	ALEXA	SOPHY	KIRYL	TORNEKO	MAYA	MELIA
Chain sickle	550	+20	X	X	X	X	--	X	X	--	X
Poison moth knife	750	+24	--	--	--	--	X	--	X	X	X
Iron lance	880	+28	X	X	X	--	--	X	X	--	--
Holy lance	1250	+33	--	--	X	--	--	X	--	--	X
Steel broadsword	2000	+40	X	X	X	--	--	--	--	--	--

Armour Shop

ITEM	COST	DEF	HERO (M)	HERO (F)	RACHAEL	ALEXA	SOPHY	KIRYL	TORNEKO	MAYA	MELIA
Bronze armour	700	+25	X	X	X	--	--	X	X	--	X
Iron armour	1200	+30	X	X	X	--	--	X	--	--	X
Iron shield	650	+12	X	X	X	--	--	X	X	--	X
Feathered cap	280	+8	--	--	--	X	--	--	--	X	X
Golden tiara	540	+12	--	X	--	X	--	--	--	X	X

Item Shop

ITEM	COST	EFFECT
Medicinal herb	8	Restores a little of one party member's HP.
Antidotal herb	10	Cures a party member of poison.
Holy water	20	Wards off weaker enemies for a short term.
Chimaera wing	25	Can be used to return to any previously-visited location.
Moonwort bulb	30	Cures a party member of paralysis.

STUCK IN PORT

The citizens of Porthtrunnel have a beautiful town with a thriving shipbuilding industry, but things aren't great right now. The sailors have always relied upon the light at the nearby Pharos Beacon to help safely guide them to the harbor, but the light has recently changed and every ship that sets sail is instantly sunk! The people of Porthtrunnel believe a monster invasion is to blame.



Visit the various shops in town and talk to the townsfolk to learn the full story about Pharos Beacon. Note the woman in the inn—although she doesn't have what you're looking for, she mentions a place called Mintos on the southern continent.

Explore the dockyard, breaking every barrel and jar along the way. There are several **mini medals** in Porthtrunnel, so pick them up. There are two ships, one of them under construction, in the enormous dockyard; scour every corner of the area for items and clues.



Torneko's Ship?

The larger of the two ships has been commissioned by Torneko. Talk to the shipbuilders to learn that Torneko set off for Pharos Beacon. Head in that direction and see if he needs any help!



Pharos Beacon

Suggested Level: 11

Locked Doors



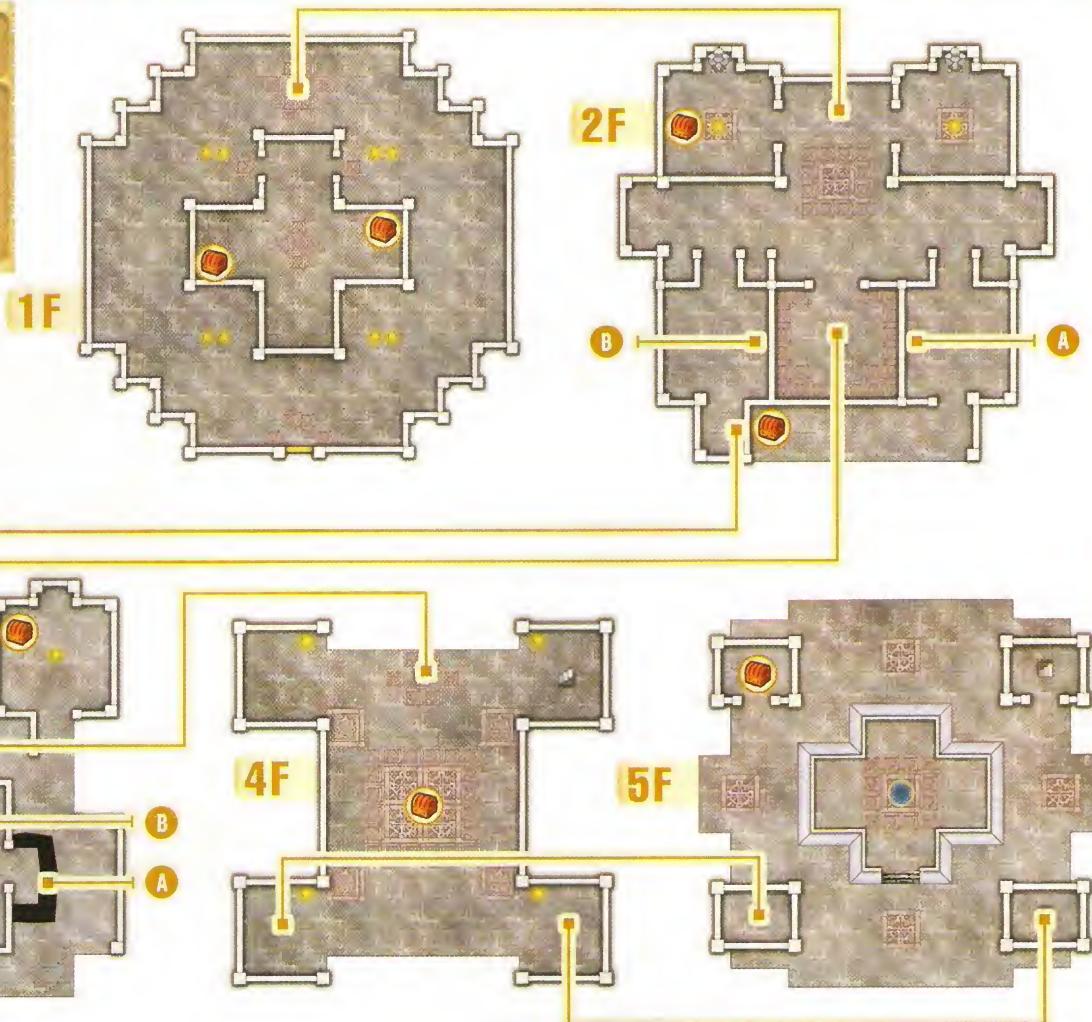
None



None



None



Item List

CONTAINER	ITEM	NOTE
	Seed of resilience	In the center of 1F.
	400 gold coins	In the center of 1F.
	Mini medal	In the northwest corner of 2F.
	Seed of strength	In the south end of 2F.
	Magic water	In the northwest corner of 3F.
	Moonwort bulb	In the northeast corner of 3F.
	Hunter's bow	Near the center of 3F, around the corner to the west.
	Holy embers	In the center of 4F.
	Golden tiara	In the northwest corner of 5F.

FIRST ENCOUNTERS

KOMODO

HP	EXP	GOLD	MAP SECTORS
32	25	39	--

LOST SOUL

HP	EXP	GOLD	MAP SECTORS
40	20	28	--

ERAZOR BLADE

HP	EXP	GOLD	MAP SECTORS
29	30	46	--

VENUS GUYTRAP

HP	EXP	GOLD	MAP SECTORS
37	40	34	--

SKELETON

SWORDSMAN

HP	EXP	GOLD	MAP SECTORS
52	53	54	--

LIGHT MY FIRE

During the journey to the massive lighthouse tower, make sure to properly level up along the way. Use the Heal All command to get the party ready for the upcoming battles and head inside. There are two chests in the center of the ground floor but—more importantly—Torneko is waiting near the stairs. Torneko knows he is no match for the monsters on the upper floors of Pharos Beacon and asks the hero to extinguish the evil flame. You only need to defeat the monsters and replace the evil flame with the holy embers to make the seas safe for sailing once again.



Follow Orders

Pharos Beacon is home to metal slimes, which yield 1350 experience points! When one appears, take control over the entire party and focus everyone's attacks on it. Metal slimes are very skittish and often flee the battle before you can kill them. However, those in Pharos Beacon tend to stick around and fight to the end.



Ascend to 2F and locate the **mini medal** in the northwest corner, then head to the southwest corner to find a hidden staircase leading to an isolated area on 3F that contains **magic water**. Return to 2F and climb the stairs in the center of the floor. Proceed carefully around the gaps in the floor and talk to the minidemon on the ledge. It's in hot pursuit of Torneko and wants nothing to do with the party. Continue up the stairs at the north end of the floor to reach 4F.



Grab the **holy embers** from the chest in the center of 4F, then find the stairs in the northeast corner of the room to reach 5F. Equip either Maya or Meena with the **golden tiara** on 5F and prepare the party for battle. Top off everyone's HP and give either Maya or Meena holy water, if they are in need.



Tigergram

HP EXP GOLD

230

2000

350



Flamethrowers

HP EXP GOLD

75

110

52



Recommended Status & Equipment

CHARACTER	LEVEL	WEAPON	ARMOR	SHIELD	HELM	ACCESSORY
Hero	11	Iron lance	Iron armour	Iron shield	Hardwood headwear	--
Maya	13	Iron fan	Fur coat	--	Golden tiara	--
Meena	13	Holy lance	Iron armour	Scale shield	Golden tiara	--
Hoffman	N/A	Iron lance	Bronze armour	Scale shield	Leather hat	--

The evil flame atop Pharo's Beacon is protected by a tigergram and a pair of flamethrowers. The tigergram is a tougher cousin to the weartiger that has over 200 HP. While the tigergram is indeed intimidating, it's important to focus on the two flamethrowers first, as they can attack with large fireballs that target the entire party.



Fight Party
Tactics Flee

Allow Maya and Meena to attack with their spells, then use the hero to inflict physical damage with the iron lance (or steel broadsword if you upgraded). There's no need to cast Sap or similar spells, as everyone should have enough armor and plenty of power to make quick work of these foes without it. The party's iron shields definitely go a long way toward reducing the damage from the flamethrowers.

YOUR SHIP HAS COME IN

Use the holy embers to light the cauldron atop Pharo's Beacon, then Zoom back to Porthtrunnel. Save your progress at the church and meet Torneko at the dockyard. He's so excited by what was accomplished that he wants to join the party and sail to the southern continent. Agree to do so and follow Torneko onto the ship.



Torneko
Actually, though, I've a bit of a favour to be askin' ye. It seems I've made a few enemies among the monsters on' they're after me, like.

Sailing the Ocean Blue

Controlling the ship is as easy as walking across the field. Simply use the +Control Pad to move the ship, then direct it toward dry land when you want to exit the ship and travel on foot.



The Chosen, Part 3

THE CHOSEN

THE KINGDOM



The village of Mintos is a short trip by boat from Porthtrunnel. This small town is on the northwestern tip of the Siroc continent. The Empire of Parthenia and an impassable ring of mountains lie further to the east. There are few inhabitants on Siroc, and although there is a teleportal, it is completely off-limits at this time. Travelers should rest up at each opportunity, as the towns aren't terribly close.



HERO'S QUEST

- Sail to Mintos and learn about Kiryl's illness and the feverfew plant.
- Travel eastward to the Empire of Parthenia to discover the whereabouts of the feverfew seed.
- Explore the Imperial Parthenian Pantry and locate the feverfew seed.
- Return the feverfew seed to Emperor Claudius in exchange for a feverfew root.
- Cure Kiryl with the feverfew root. Prepare to sail westward in search of Ragnar.

MONSTERS OF THE FIELD

RATATAKK	THORNY DEVIL
HP 35 EXP 43 GOLD 18 MAP SECTORS A B	HP 25 EXP 15 GOLD 25 MAP SECTOR C
SKELETON SWORDSMAN	WHIZZARD
HP 52 EXP 53 GOLD 54 MAP SECTORS A B	HP 38 EXP 70 GOLD 31 MAP SECTOR C
FEATHERWEIGHT	SALAMANDER FRY
HP 52 EXP 50 GOLD 51 MAP SECTORS A B C	HP 40 EXP 59 GOLD 58 MAP SECTORS C D
METAL SCORPION	BUFFALO WING
HP 42 EXP 59 GOLD 38 MAP SECTORS A B C D	HP 52 EXP 49 GOLD 39 MAP SECTORS C D
MUSHROOM MAGE	IMP
HP 43 EXP 45 GOLD 30 MAP SECTORS A B C D	HP 40 EXP 80 GOLD 75 MAP SECTORS C D
VAMPIRE BATTALER	INFERNAL ARMOUR
HP 38 EXP 36 GOLD 24 MAP SECTORS A B D	HP 58 EXP 77 GOLD 76 MAP SECTOR D
HEALSLIME	
HP 16 EXP 7 GOLD 11 MAP SECTOR C	

Mintos

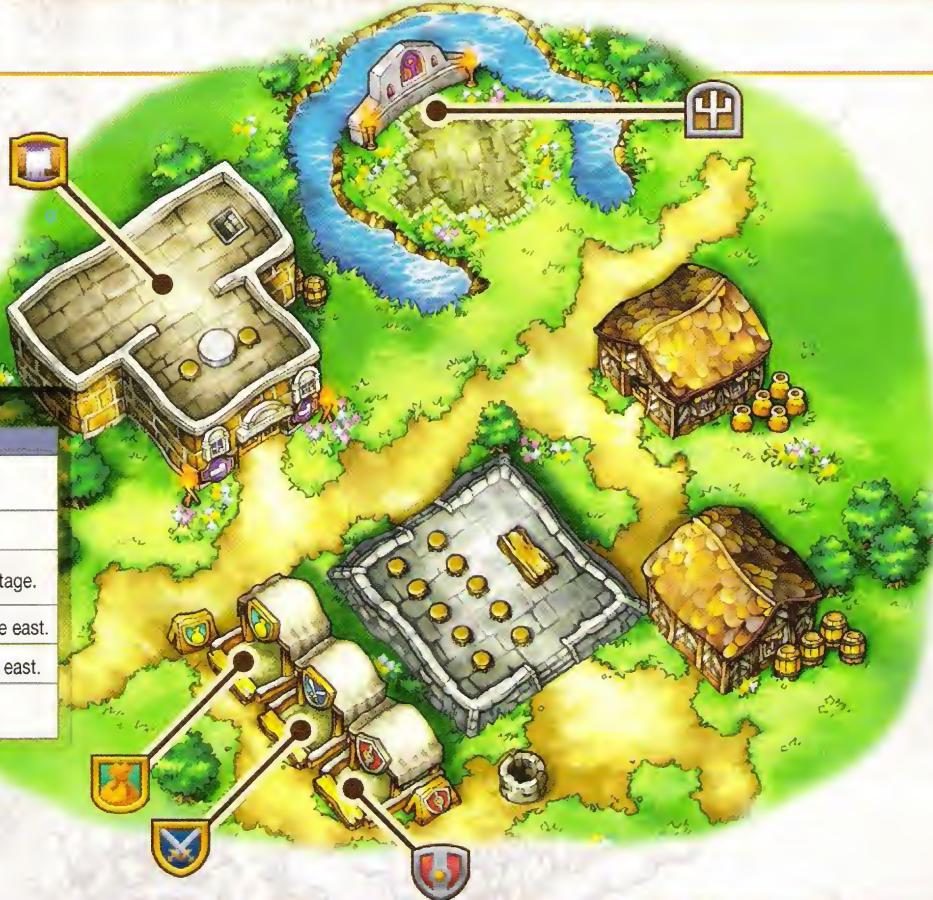
Suggested Level: 12

Locked Doors

None	None	None

Item List

CONTAINER	ITEM	NOTE
	Moonwort bulb	Next to the inn, near the pond.
	Mini medal	At the bottom of the well.
	Seed of resilience	Behind the house nearest the stage.
	Mini medal	Behind the house furthest to the east.
	Scale shield	Inside the house furthest to the east.
	Seed of wisdom	On the second floor of the inn.



WALKTHROUGH

SHOP GUIDE



Weapon Shop

ITEM	COST	ATK	HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA	KIRYL	TORNEKO	MAYA	MEENA
Iron lance	880	+28	X	X	X	--	--	X	X	-	-
Holy lance	1250	+33	--	--	X	--	--	X	--	--	X
Steel broadsword	2000	+40	X	X	X	--	--	--	--	--	--
Cautery sword	3500	+45	X	X	X	--	--	--	X	--	--
Astraea's abacus	1600	+35	--	--	--	--	--	--	X	--	--



Armour Shop

ITEM	COST	DEF	HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA	KIRYL	TORNEKO	MAYA	MEENA
Iron armour	1200	+30	X	X	X	--	--	X	--	--	X
Iron apron	1500	+32	--	--	--	--	--	--	X	--	--
Full plate armour	2300	+35	X	X	X	--	--	--	--	--	--
Iron shield	650	+12	X	X	X	--	--	X	X	--	X
Golden tiara	540	+12	--	X	--	X	--	--	--	X	X
Iron helmet	1100	+16	X	X	X	--	--	X	X	--	--



Item Shop

ITEM	COST	EFFECT
Medicinal herb	8	Restores a little of one party member's HP.
Antidotal herb	10	Cures a party member of poison.
Holy water	20	Wards off weaker enemies for a short term.
Chimaera wing	25	Can be used to return to any previously-visited location.
Moonwort bulb	30	Cures a party member of paralysis.



IN THE COMPANY OF GREATNESS

Hoffman recognizes Mintos immediately and decides he wants to quit adventuring and stay in Mintos to learn from Conrad 'Ilton, the famous trader.

Give Hoffman permission to stay in Mintos, then take a stroll around to find the two **mini medals** and to speak with the villagers. Stop at the shops and upgrade the party's weapons and armor, too.

Conrad 'Ilton is giving a presentation on the stage in the center of town. Talk with each person in the audience to hear their thoughts on Conrad's advice, then talk to the old man behind the desk. He asks if you want to know if he's the old man who knows a lot about the ocean. Say no to this question to continue the conversation.



When Conrad asks if you want to take his little test, say yes, and you will ultimately receive the **treasure map**.

THE CHOSEN



Buried Treasure?

The treasure map marks the secret location of El Forado, but it's far out of reach right now. Highlight the treasure map in the inventory screen and select "Use" to mark the location of El Forado on the main map. There's nothing else you can do with it right now, so put the map in the bag and forget about it for the time being.

Empire of Parthenia

Suggested Level: 13

Locked Doors



None None None

Item List

CONTAINER	ITEM	NOTE
Seed of magic	Seed of magic	Near the old man in the southeast corner.
3 gold coins	3 gold coins	Inside the King's palace.

SHOP GUIDE



Item Shop

ITEM	COST	EFFECT
Medicinal herb	8	Restores a little of one party member's HP.
Antidotal herb	10	Cures a party member of poison.
Moonwort bulb	30	Cures a party member of paralysis.

FAMILIAR FACES

Many of the people in town make comments about the folks staying at the inn. One is sick, they say, and another—a princess—has gone off to search for feverfew root in hopes of curing him. Head upstairs in the inn, read the book on the bookshelf, and enter the large room to find Borya and Kiryl. Borya is pleased to see some experienced travelers and wants you to help the Tsarevna Alena in her quest to find some feverfew. Borya is even willing to come along! Feverfew root used to be the primary cash crop of the Empire of Parthenia, located to the south—the party should head there at once!



Riding the Wagon

Although you can never have more than four total members in the current party, the others remain nearby in the wagon. Use the Line-up command to select the four party members you'd like to have active. Pay attention to what items they are carrying and try to prepare them for battle accordingly. Always keep at least one magic-user with knowledge of Heal or Midheal in the active group.



THE FAILED FEVERFEW CROP

The Empire of Parthenia is little more than a struggling farm community teetering on the brink of poverty. The hardworking people of Parthenia have toiled in the fields to no avail—their feverfew crop is destroyed and even Emperor Claudius can't bring the precious plants back. His predecessor, Emperor Crescerius, stashed a feverfew seed in the Imperial Pantry far to the south of the town. Emperor Claudius offers to gladly relinquish feverfew root in exchange for finding the seed.



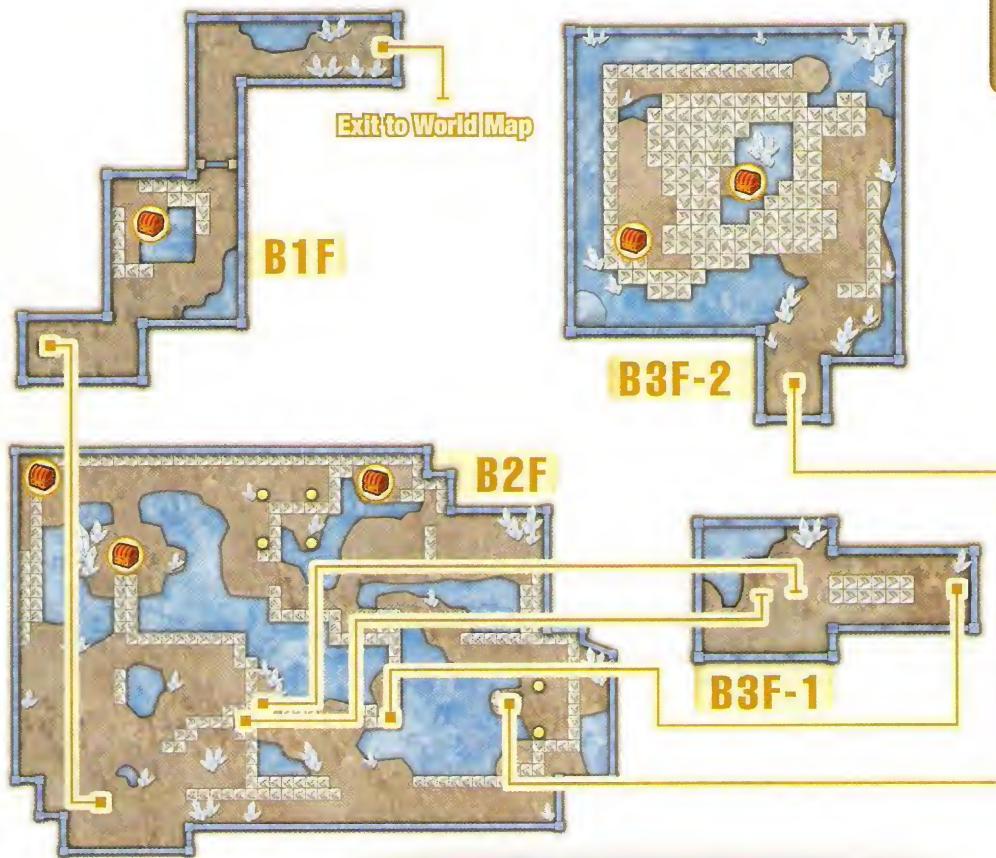
Look around the small village and speak with the various farmers. Alena has passed through with a couple of companions and, by the sounds of it, she's on her way to the Imperial Pantry too! Rest up at the inn, save your progress, and start the journey south.

The Imperial Parthenian Pantry



Item List

CONTAINER	ITEM	NOTE
	Seed of agility	In the center of B1F.
	Seed of life	In the northwest corner of B2F.
	Robe of serenity	On B2F, near the northwest side of the area.
	800 gold coins	In the northeast corner of B2F.
	Cannibox	In the southwest corner of B3F-2.
	Feverfew seed	In the center of B3F-2.



FIRST ENCOUNTERS

POWIE YOWIE

HP	EXP	GOLD	MAP SECTORS
75	85	38	--



CANNIBOX

HP	EXP	GOLD	MAP SECTORS
100	150	25	--



SLIPPING AND SLIDING TO TREASURE

The Imperial Parthenian Pantry has a locked door just inside the entrance, however, Alena is there to bust it open. Advance through the door and inspect the arrow-shaped floor panels up ahead. These slippery plates take you on a journey from one end to the other. There is no way to steer or to stop once on these floor panels—you're at the mercy of the arrows. The party will slide across the panels in the direction of the arrows—and turn as necessary—so study the directions of the arrows before stepping onto them.



Descend to B2F and slide along the western-most set of arrows to get the **seed of life** in the corner. Use the sliding panels near the four yellow posts in the center of the area to reach the chest containing **800 gold coins**, then return to those same yellow columns and go westward to acquire the **robe of serenity**.

Locate the stairs in the eastern end of B2F and continue down to B3F-2. Travel around the perimeter of the area in a counter-clockwise direction, then approach the arrow-panels lined up directly west of the chest in the center of the floor. This chest contains the **feverfew seed**. Ignore the chest in the southwest corner, as it's actually a cannibox, a particularly deadly creature disguised as a treasure chest.



TIME TO HEAL KIRYL

Use the hero's Evac spell to safely exit the Imperial Parthenian Pantry and return to the Empire of Parthenia. Give Emperor Claudius the feverfew seed and watch in amazement as the seed instantly transforms into healthy plants. Take the **feverfew root** from Emperor Claudius and return to Mintos. Use the root on Kiryl in the inn.



Once cured, Kiryl and Alena also join the party. The whole gang is together with one notable exception: Ragnar McRyan! Fortunately, the poet in the hallway speaks of a man fitting Ragnar's description. He was apparently on his way to the Palais de Léon in Libeccio to the west. Return to the ship and prepare to set sail!



Sea Monsters Ahead!

Don't let your guard down when traveling by ship across the oceans, as they are teeming with deadly sea creatures! Don't go exploring too far to the northeast or northwest just yet—and stay far away from the inlet on the island to the south. The party isn't strong enough yet to battle the monsters lurking in these briny depths. Set course for the southwestern continent and plot a steady westward course.



The Chosen, Part 4

THE KINGDOM



The southwestern continent is home to the towns of Havre Léon and Aubout de Monde, among others. It's also the former home of Maya and Meena. The monsters that have taken over this land since the girls had left are quite strong, but little else has changed. The port town of Havre Léon serves as a good base of operations. Use it to save and rest while fighting the powerful monsters on the nearby islands to the north. There is a strong force ruling this land—prepare well before venturing back to Palais de Léon.

HERO'S QUEST

- Sail to the Palais de Léon on the southwestern continent and talk to Healie.
- Visit Havre Léon to learn about the magic key and Aubout de Monde.
- Talk to the slime in Aubout de Monde to uncover the secret laboratory in the Gupta Gupha.
- Locate the magic key in the secret laboratory at the bottom of the Gupta Gupha.
- Help rescue Ragnar from the guards at Palais de Léon and defeat the Marquis de Léon.

MONSTERS OF THE FIELD

INFERNAL ARMOUR	IMP
HP EXP GOLD MAP SECTORS	HP EXP GOLD MAP SECTORS
58 77 76 A B	40 80 75 C D
WILD BEAST	HOODOO GOOROO
HP EXP GOLD MAP SECTORS	HP EXP GOLD MAP SECTORS
80 89 49 A B	100 200 54 C D
BUFFALO WING	COCOON GOON
HP EXP GOLD MAP SECTORS	HP EXP GOLD MAP SECTORS
52 49 39 A B C D	25 80 10 C D
SKELETON SOLDIER	FLAMETHROWER
HP EXP GOLD MAP SECTORS	HP EXP GOLD MAP SECTORS
80 106 47 A B C D	75 110 52 C D E
POCUS PUPPET	CHEATER CHEETAH
HP EXP GOLD MAP SECTORS	HP EXP GOLD MAP SECTORS
40 37 300 A B C D	100 115 62 E
BEDBUG	RHINOTHROPE
HP EXP GOLD MAP SECTORS	HP EXP GOLD MAP SECTORS
23 12 15 B	70 126 39 E
VENUS GUYTRAP	CHILLANODON
HP EXP GOLD MAP SECTORS	HP EXP GOLD MAP SECTORS
37 40 34 B	85 104 33 E
FLYING DOCTOR	LETHAL ARMOUR
HP EXP GOLD MAP SECTORS	HP EXP GOLD MAP SECTORS
47 38 60 B C D	64 120 58 E
DRAGON PUP	ROCKBOMB
HP EXP GOLD MAP SECTORS	HP EXP GOLD MAP SECTORS
67 96 50 B C D	300 150 40 E

Palais de Léon

Suggested Level: 14

Locked Doors



None



Magic key x3



Ultimate key x1



Each of the three entrances to Palais de Léon requires a magic key to enter, but that doesn't mean the group shouldn't still visit them. There's a man near the fountain outside the castle named Healie who speaks of his friend Ragnar having been taken prisoner inside the castle. Healie says his old "gooffriend" knows about the magic key—head to Aubout de Monde to speak with her.

Havre Léon

Suggested Level: 14

Locked Doors



None



None



Ultimate key x3



New Monsters

The monsters patrolling this corner of the world aren't the same as those Maya and Meena faced earlier in their chapter. Instead, the monsters lurking in these parts now are much tougher, so take the necessary precautions and consider yourself warned!



Meena takes 22 points of damage!

NO WEAPONS FOR SALE

Havre Léon is just to the north of Palais de Léon and makes for a fine place to visit and save your progress. Speak with the proprietor of the weapon shop to receive a tip about the magic key. He says an alchemist in Aubout de Monde, a land far to the south, was researching the key. That's two tips pointing you toward Aubout de Monde—it's time to make the journey over land!

Aubout de Monde

Suggested Level: 15

Locked Doors



None



None



None

Traveling Salesman

There is a traveling arms trader staying at the small inn in Aubout de Monde selling some of his wares. He's currently selling each of the following items: steel broadsword, cautery sword, battle-axe, full plate armour, cloak of evasion, and iron mask.

BACK HOME AGAIN

Healie said his old gooffriend lived underground, so head to the house near the pond and head to the basement. Speak with the slime near the well to learn about the alchemist's secret laboratory in the Gupta Gupha cave. The cave is due west of Aubout de Monde, accessible via the bridge.



Special Home-Town Discount

Make sure either Maya or Meena is in the active line-up when it's time to spend the night at the inn in Aubout de Monde. The innkeeper will allow the party to stay the night for free if he sees Maya or Meena (since they used to live there), but he'll charge 8 gold coins per person if they're not in the current line-up.

The Gupta Gupha



Item List

CONTAINER	ITEM	NOTE
	Mini medal	Inside the secret lab on B5F.
	Seed of strength	Inside the secret lab on B5F.
	Seed of agility	In the southeast room of B5F.



FIRST ENCOUNTERS

FLAMETHROWER

HP	EXP	GOLD	MAP SECTORS
75	110	52	--

COCOON GOON

HP	EXP	GOLD	MAP SECTORS
25	80	10	--

IMP

HP	EXP	GOLD	MAP SECTORS
40	80	75	--

CURESLIME

HP	EXP	GOLD	MAP SECTORS
60	68	43	--

HOODOO GOOROO

HP	EXP	GOLD	MAP SECTORS
100	200	54	--

TO FIND A SECRET LABORATORY

The Gupta Gupha cave is crawling with all sorts of monsters, so be on your guard. Make your way back through the cave as you did during Chapter 4 and return to the spot on B4F where the night light and Oojam were located.



WALKTHROUGH

Inspect the empty treasure chest to find a hidden switch that reveals a stairway to B5F when pressed. Descend the stairs to the alchemist's secret laboratory. Obtain the **mini medal**, **seed of magic**, and **magic key** and then exit the cave.



A Return to Laissez Fayre?

There aren't any special items to acquire or tips to gain by returning to Laissez Fayre, other than the chance to meet Tom Foolery. Tom has been hired to perform his comedy routine at the stage where Maya used to dance. Remember that this is where Maya and Meena used to work, so have one of them in your active lineup. Visit at night and join Tom Foolery on stage to see his act up-close.



Palais de Léon

Suggested Level: 18

Locked Doors



None Magic key x3 None

Time to Level Up

It's important to have a well-equipped party and that the hero, along with at least two other members, is all level 18 or higher. One way to go about power-leveling in this area is to use the ship to sail to the small island north of Havre Léon. The monsters in this area are much tougher and yield considerable experience and gold coins. Use Torneko's Whistle ability to summon monsters without having to walk around. Make frequent trips back to Havre Léon to recover at the inn and to save your progress. Also, don't forget to return to Aubout de Monde to purchase armour and weaponry from the traveling salesman at the inn.



THE CHOSEN

Small Island Getaway

Stop at the tiny island with the cabin on it just north of Havre Léon to get the **mini medal** located there. It's inside the cabin, in a jar.



SAVING RAGNAR

Use the magic key to unlock the right-hand door at Palais de Léon and head down the hallway to the north to find Ragnar being strong-armed by a couple of palace guards. Approach Ragnar once he breaks free. Ragnar knows all about the hero and his quest and is mighty glad to see him. He reveals the same secret opening seen earlier and leads the way inside.

BOSS BATTLE

Marquis de Léon

HP EXP GOLD
950 5100 0



The Marquis de Léon is a massive monster with a wealth of HP and the ability to attack twice per turn. Its primary attacks are Sizz and the incredibly dangerous "chilly breath" attack, both of which inflict damage to the entire party. The chilly breath attack delivers a minimum of 40 HP worth of damage to every party member, regardless of their equipment and defensive rating. The Marquis de Léon also attacks with an overhead claw swipe, but Kiryl's Kabuff spell typically renders this attack harmless.

Recommended Status & Equipment

CHARACTER	LEVEL	WEAPON	ARMOR	SHIELD	HELM	ACCESSORY
Hero	18	Battle-axe	Full plate armour	Iron shield	Iron mask	--
Maya	19	Iron fan	Robe of serenity	--	Golden tiara	--
Kiryl	17	Holy lance	Iron armour	Iron shield	Iron helmet	--
Alena	18	Iron claw	Spangled dress	--	Golden tiara	--



You must rely on the hero and Alena to inflict most of the damage with physical attacks, although Maya's fire-based spells can certainly help, especially if she has already learned Frizzle. Trust in Kiryl to heal each party member and to keep the effects of Kabuff active. Also, take over individual control of the entire party after a chilly breath attack to ensure that party members either heal themselves with a medicinal herb or cast Midheal on the appropriate person.

THE PARTY IS ASSEMBLED

Ragnar is mightily impressed with the hero's victory over the monster that had possessed the proper Marquis de Léon and wishes to join the party. Now you have everyone from the previous chapters assembled together!

Stop in the Chancellor's quarters in the southeast corner to see what he has to say now that the evil has been removed from this land. He rightfully apologizes for his troubles and helps make it up to the group by letting them know that Balzack has taken up residence in Zamoksva. That's Alena's old home—the group must sail there next!



The Chosen, Part 5

THE CHOSEN

THE KINGDOM



The seas north of Havre Léon are filled with islands of various sizes. The large island directly northwest of the port community is home to an old pirate settlement named Dunplundrin. This island isn't far from Alena's old home of Zamoksva. Having access to a ship makes it easier to get around the mountains, so use this opportunity to visit Hoffman at the former location of the desert bazaar, as he has something new brewing. Lastly, this corner of the world is home to an out-of-the-way island in the far northwest corner. This particular island is guarded by lots of rocky reefs and is difficult to navigate, but the city of Canalot is home to a sacred treasure that will certainly aid the hero in his quest.



HERO'S QUEST

- Sail to Dunplundrin and locate the karstaway stone during low tide.
- Return to Zalenagrad, use the magic key to cross the creek, and read the sign behind the church.
- Defeat Baalzack at Zamoksva Castle and obtain the items in the treasure chests.
- Meet Hoffman at the site of the former desert bazaar to learn about his new settlement.
- Sail to Canalot and try to make King Larfur laugh.
- Journey southward back to Laissez Fayre and ask Tom Foolery to join the party.
- Lead Tom Foolery back to Canalot castle so he can acquire the Zenithian Helm for the hero.

MONSTERS OF THE FIELD

FLAMETHROWER

HP	EXP	GOLD	MAP SECTORS
75	110	52	A B C D E

SKELETON SOLDIER

HP	EXP	GOLD	MAP SECTORS
80	106	47	B C D

CHEATER CHEETAH

HP	EXP	GOLD	MAP SECTORS
100	115	62	A B D E

POCUS POPPET

HP	EXP	GOLD	MAP SECTORS
40	37	300	B C D

RHINO THROPE

HP	EXP	GOLD	MAP SECTORS
70	126	39	A D E

HOODOO GOOROO

HP	EXP	GOLD	MAP SECTORS
100	200	54	B C D

CHILLANODON

HP	EXP	GOLD	MAP SECTORS
85	104	33	A E

COOCOON GOON

HP	EXP	GOLD	MAP SECTORS
25	80	10	B C D

LETHAL ARMOUR

HP	EXP	GOLD	MAP SECTORS
64	120	58	A E

CURESLIME

HP	EXP	GOLD	MAP SECTORS
60	68	43	B C D

ROCKBOMB

HP	EXP	GOLD	MAP SECTORS
300	150	40	A E

ABRACADABRADOR

HP	EXP	GOLD	MAP SECTORS
80	125	81	C

Dunplundrin

Suggested Level: 19

Locked Doors



Item List

CONTAINER	ITEM	NOTE
Well	Mini medal	At the bottom of the well.
Well	Fishnet stockings	At the bottom of the well.
House	Leather hat	Inside the house north of the inn.

WALKTHROUGH

SHOP GUIDE
ITEMS
ARMOUR
ITEMS

ITEM	COST	DEF	HERO DM	HERO DF	RADIAN	ALENA	BORYA	KURYI	TORNADO	MAYA	MEERA
Full plate armour	2300	+35	X	X	X	--	--	--	--	--	--
Cloak of evasion	3000	+28	--	--	--	X	X	--	--	X	--
Magic vestment	4400	+22	--	--	--	--	X	--	--	X	--
Iron shield	650	+12	X	X	X	--	--	X	X	--	X
Iron helmet	1100	+16	X	X	X	--	--	X	X	--	--




ITEMS
ARMOUR
ITEMS

ITEM	COST	EFFECT
Medicinal herb	8	Restores a little of one party member's HP.
Antidotal herb	10	Cures a party member of poison.
Moonwort bulb	30	Cures a party member of paralysis.
Musk	150	Its scent will attract monsters for a while until it runs out.

THE TIDE IS HIGH

Dunplundrin lies on the eastern coast of the large island to the northwest of Havre Léon. The village was settled by retired pirates, hence the name (a play on the words "done plundering"). Despite their background, the people are friendly and several items can be found by looking around.



The village is partially submerged at night when the tide comes in. Although the rising water makes it impossible to visit the cemetery at night, it reveals the location of a stone that soaks up water. Look for the location of the whirlpool at night and use Borya's Tick-tock spell to change night to day (you must leave the village to perform this spell). Return to the site where the whirlpool was located (directly south of the well) and use the "Examine" command (or press the A Button while walking around) to inspect the ground. Continue examining the ground until you find the **karstaway stone**. Once you have it, return to the ship and set sail for Zalenagrad to the north.



Zalenagrad

Suggested Level: 19

Locked Doors



Thief's
key x1



Magic key
x1



None

New Shop Is Accessible

The shop in the northeast corner of Zalenagrad carries both weapons and armor. The following items are for sale: poison needle, steel broadsword, somatic staff, battle-axe, cloak of evasion, and iron mask.

THE CHOSEN

THE SIGN LEFT BEHIND

Return to the tiny town of Zalenagrad near Zamoksva Castle. Climb the stairs to the large building's roof and use the magic key to access the armour/weapon shop across the bridge. Descend the stairs and speak with the man near the flowers to learn about the former tsar's special ability. Rummage through the house on the east side of the river to find some items, then talk with the old man near the beds. He'll recognize Alena's face and mention a sign erected behind the church that was left for his troubled daughter. Circle counter-clockwise around the building in the northeast corner to access the signpost.



* Long ago, old tsar of Zamoksva is able to observe into future.



* It is very strange. He tells that his daughter is troubled, and that he must to make signpost behind from church.

Zamoksva Castle

Suggested Level: 20

Locked Doors



Thief's
key x2



Magic key
x1



None

FIRST ENCOUNTERS

ABRACADABRADOR



HP	EXP	GOLD	MAP SECTORS
80	125	81	--

MINIDEMON



HP	EXP	GOLD	MAP SECTORS
95	193	43	--

TAKE BACK THE CASTLE

Baalzack has moved into the castle Alena used to call home and invited his monster friends along to join him. The castle is crawling with minidemons and other monsters, so don't wander around too much unless you're looking for a fight. Prepare the party for battle and head up the stairs to the throne room to confront the squatter Baalzack!



Baalzack

HP
500

EXP
6500

GOLD
0



Having Ragnar fighting alongside the hero with Alena provides a big advantage in this battle, especially if you have leveled him up since he's joined the group. Have Ragnar and Alena focus on attacking and let Kiryl (or Meena) keep the party healthy. Kiryl's Kabuff spell should go a long way toward reducing the damage the party incurs from Baalzack's physical attacks. Play it safe after a Crackle attack and take control of the entire party so that you can precisely assess the situation and administer Midheal and medicinal herbs as needed.

Recommended Status & Equipment

CHARACTER	LEVEL	WEAPON	ARMOR	SHIELD	HELM	ACCESSORY
Hero	20	Battle-axe	Full plate armour	Iron shield	Iron mask	--
Ragnar	17	Cautery sword	Full plate armour	Iron shield	Iron mask	--
Kiryl	19	Holy lance	Iron armour	Iron shield	Iron helmet	--
Alena	20	Iron claw	Spangled dress	--	Golden tiara	--

Baalzack is a hulking dragon-like creature with a massive wooden club that it uses to unleash overhead attacks. However, this club attack is not its most devastating maneuver. Baalzack can also use the Crackle attack, which inflicts significant ice-based damage to the entire party! It can use a somewhat weaker "cool breath" attack, too.

1 Brady	HP 65 / 175	2 Ressar	HP 112 / 161
HP 74 / 82	MP 82	HP 6 / 6	MP 6
Lev. 28		Lev. 17	
3 Kiryl	HP 65 / 188	4 Rieda	HP 78 / 163
MP 77 / 93	MP 93	HP 6 / 6	MP 6
Lev. 19		Lev. 20	

Baalzack flees the battle to report to Lord Psaro and one of its minions, a minidemon, makes a comment about needing the armlet of transmutation for the Secret of Evolution. It looks like retrieving the armlet from the Vault of Vrenor may have been a bad idea after all!

Safe Passage to Chests

Use the magic key to unlock the door in the northeast corner of the lower level of the castle, then cast Maya's Safe Passage spell to walk across the deadly floor surface. Always be on the lookout for shimmering floors like these and don't step onto them without first casting Safe Passage. Obtain the **flute of revelation**, **magma staff**, and **seed of strength** from the chests and return to Zalenagrad to save your progress.



HOFFMAN'S PLACE

Use the ship to sail toward Birdsong Tower and venture eastward to the site of the former desert bazaar. The bazaar isn't there anymore, but a familiar face is—it's Hoffman! Hoffman has decided to settle this land and hopes to turn it into a thriving community just like his mentor did at Mintos. He knows the party is going to travel the world and he needs your help populating his town. Hoffman asks that you direct anybody who is looking for a new residence to visit his new town, starting with a nun in Laissez Fayre. There's no need to visit Laissez Fayre right now, however, as you'll go there again soon enough. Instead, bid farewell to Hoffman and set sail for the island of Canalot far to the northwest.

About Hoffman's Place

The "Hoffman's Place" side-quest is covered in full detail starting on page 167 of this book. Refer to that section for tips on advancing Hoffman's town to its fullest potential.

Canalot

Suggested Level: 21

Locked Doors



None None None



THE CHOSEN

Item List

CONTAINER	ITEM	NOTE
Mini medal		To the right of the well.
Mini medal		Inside the house near the bar.
Seed of strength		Near the desk inside the tunnel leading to the castle.

Weapon Shop #1			HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA	KIRYL	TORNEKO	MAYA	MEENA
ITEM	COST	ATK									
Steel broadsword	2000	+40	X	X	X	--	--	--	--	--	--
Cautery sword	3500	+45	X	X	X	--	--	--	X	--	--
Battle-axe	5500	+50	X	X	X	--	--	--	--	--	--
Somatic staff	2500	+55	--	--	--	--	X	X	--	X	X

Weapon Shop #2			HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA	KIRYL	TORNEKO	MAYA	MEENA
ITEM	COST	ATK									
Battle-axe	5500	+50	X	X	X	--	--	--	--	--	--
Dream blade	8000	+60	X	X	X	--	--	--	--	--	--

Armour Shop			HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA	KIRYL	TORNEKO	MAYA	MEENA
ITEM	COST	DEF									
Full plate armour	2300	+35	X	X	X	--	--	--	--	--	--
Cloak of evasion	3000	+28	--	--	--	X	X	--	--	X	--
Magic vestment	4400	+35	--	--	--	--	--	X	--	--	X
Dragon mail	5200	+45	X	X	X	--	--	--	--	--	--
Iron shield	650	+12	X	X	X	--	--	X	X	--	X
Iron helmet	1100	+16	X	X	X	--	--	X	X	--	--

Item Shop		
ITEM	COST	EFFECT
Antidotal herb	10	Cures a party member of poison.
Moonwort bulb	30	Cures a party member of paralysis.
Chimaera wing	25	Can be used to return to any previously-visited location.
Musk	150	Its scent will attract monsters for a while until it runs out.



RAFTING ABOUT THE CITY

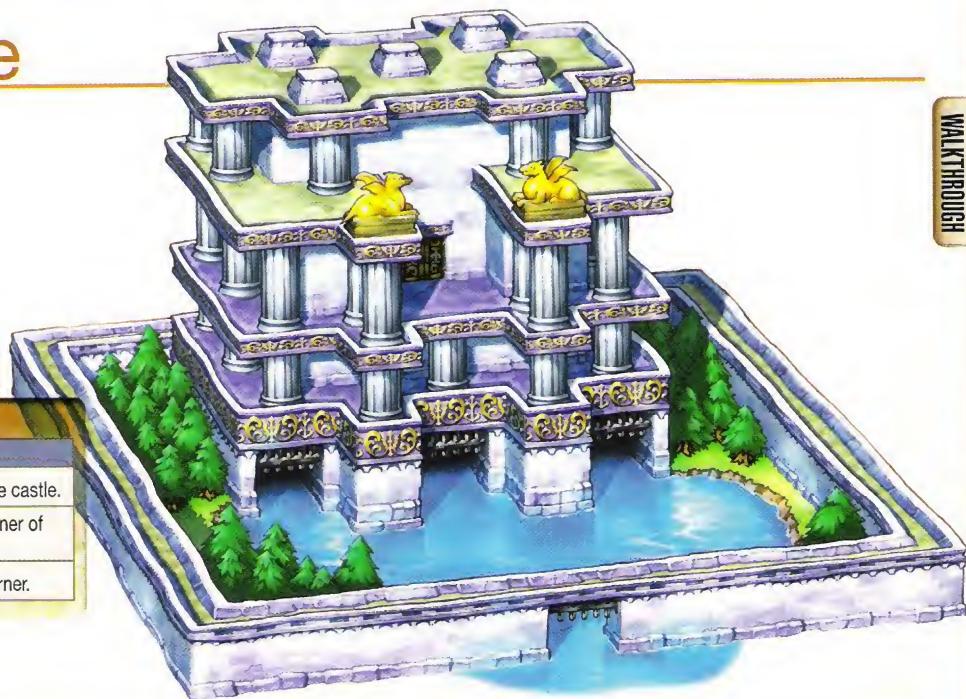
Sail to the rock-ringed island far to the northwest and follow the spiraling landmass to the castle in the center. This is the city of Canalot, a water-soaked town where people get around on large wooden rafts. The city has everything an explorer needs: an inn, several shops, a bar, and a church to save your progress. Use the raft to the right of the item shop to maneuver around the city.



The city of Canalot is seeing a lot of outsiders lately, as the King has promised to bestow the Zenithian Helm on anyone who can make him laugh.

He's trying to increase the happiness of his subjects in hopes of taking their minds off the impending rise of the Lord of the Underworld. Talk to each person in Canalot, then go through the tunnel on the north side of the city to proceed to the castle.

Canalot Castle



MY KINGDOM FOR A LAUGH

Use the raft to enter the castle through the right-hand opening and float around the lower level of this three-story palace. Speak with the folks in the bedrooms along the north side of the castle, then return the way you came and reenter the castle through the middle entrance. Head upstairs to the second floor and talk to the people there (and out on the balcony), then climb the steps to the throne room on the third floor. Get in line behind the others for a chance to speak to King Larfur.



Zenithian Equipment

Read the materials on the bookshelves and talk with everyone in the castle to learn about the Zenithian Equipment. Legend has it that there is a castle in the sky and only he who has outfitted himself in all the Zenithian Equipment can ascend into the heavens to visit the sacred place.

The time soon comes to tell King Larfur a joke, but the hero and his party don't know any. This angers the King and he insists that they go away and stop wasting his time. Clearly the group needs to enlist the help of a comedian!

A TRIP TO LAISSEZ FAYRE

Exit the castle and set sail for Laissez Fayre at the southern tip of the Libeccio continent. Once there, visit the theatre and locate Tom Foolery, the comedian. He should be behind the stage talking with the girls' former manager. Tom Foolery eventually joins the party to help obtain the Zenithian Helm.



Tom Foolery

A secondary character who fights alongside the hero and his party, but is not controlled by the player.

Companion Stats

ATTRIBUTE	RATING	ATTRIBUTE	RATING	ATTRIBUTE	RATING
HP	85	AGI	38	LCK	88
MP	24	RES	18	ATK	88
STR	28	WIS	55	DEF	53



Magic: Snooze

Tom Foolery is an entertainer with a keen wit and a sharp intellect. Despite being a comedian, he actually comes readily equipped for battle, although that is certainly not the reason for adding him to the party. He has a strong sense of right and wrong and embraces his opportunity to help the hero's cause, particularly if it means spreading laughter throughout the land.

Hoffman's First Resident

Stop at the church in Laissez Fayre and tell the nun about Hoffman's new town. She'll be glad you did and heads there at once! Always look for other people who express a desire to move someplace new.

ACQUIRING THE ZENITHIAN HELM

Return to Canalot and arrange the party line-up so that Tom Foolery is the lead character. Climb the steps to the throne room and approach King Larfur so Tom Foolery can speak to him. Tom doesn't have any jokes that can make the King laugh, but he nonetheless convinces him to grant the **Zenithian Helm** to the hero.



After serving his purpose with King Larfur, Tom Foolery bids farewell to the group. Equip the hero with the Zenithian Helm and sell the iron mask while in Canalot. Rumors abound that another piece of the Zenithian Equipment is in Burland Castle, where Ragnar was once employed. Set sail for the north country at once!



The Chosen, Part 6

THE KINGDOM



The north country where Ragnar had once served as a palace guard is much the way he remembers it. Although many tougher monsters have since invaded the area north of the river—particularly in the Auld Well—the area near Burland hasn't changed. East of Burland lies a mountainous region that serves as home to the all-female Femiscyra Castle. The area is said to be blocked by volcanic rocks and can only be reached by those carrying the magma staff. South of Femiscyra Castle dwells the rare liquid metal slime, which yields over 10,000 experience when slain, making the area a fantastic place to go monster hunting.

WALKTHROUGH



HERO'S QUEST

- Spend a night in Strathbaile to experience the weird dreams all the townspeople are having.
- Collect the treasure in Burland Castle and discover the location of the Zenithian Shield.
- Use the magma staff to reach Femiscyra Castle and be tasked with finding a thief.
- Search Cove's Cove for the thief who stole the nun's rosary and defeat him in battle.
- Return to Femiscyra Castle to obtain your rewards.

MONSTERS OF THE FIELD

POCUS POPPET	MOUSEFLAP
HP EXP GOLD MAP SECTORS	HP EXP GOLD MAP SECTORS
40 37 300 A	11 3 5 B
SKELETON SOLDIER	WIGGLY
HP EXP GOLD MAP SECTORS	HP EXP GOLD MAP SECTORS
80 106 47 A D E	11 3 6 C
ABRACADABRADOR	BUBBLE SLIME
HP EXP GOLD MAP SECTORS	HP EXP GOLD MAP SECTORS
80 125 81 A D	12 6 8 C
EORAPTOR	STUMP CHUMP
HP EXP GOLD MAP SECTORS	HP EXP GOLD MAP SECTORS
90 116 45 A D E	21 7 13 C
BELETH	FIRESPIRIT
HP EXP GOLD MAP SECTORS	HP EXP GOLD MAP SECTORS
125 132 70 A D E	12 6 16 C
GRIM RIDER	PLATYPUNK
HP EXP GOLD MAP SECTORS	HP EXP GOLD MAP SECTORS
180 216 82 A D E	10 3 8 C
BULLDOZER	CHILLANODON
HP EXP GOLD MAP SECTORS	HP EXP GOLD MAP SECTORS
90 121 72 A D E	85 104 33 E
SLIME	CHICKEN POXER
HP EXP GOLD MAP SECTORS	HP EXP GOLD MAP SECTORS
8 1 2 B	85 108 40 E
SCISSOR BEATLE	WAR-RUS
HP EXP GOLD MAP SECTORS	HP EXP GOLD MAP SECTORS
9 1 4 B	120 128 54 E
WALKING STICK	LIQUID METAL SLIME
HP EXP GOLD MAP SECTORS	HP EXP GOLD MAP SECTORS
8 1 2 B	5 10050 10 E

Strathbaile

Suggested Level: 21

Locked Doors



None None Ultimate key x1

TOSSING AND TURNING

Sail eastward along the northern edge of the landmass to locate the familiar landmarks of Ragnar's home country. Pilot the ship down the narrow stream and visit the people of Strathbaile on the north side of the creek.

This town has been peaceful since the incident with the children, but now there seems to be another problem afflicting Strathbaile—horrible dreams! Anyone who stays at the inn experiences the same dream every night.



* Folk say the Burland royal treasure collection once included a verru expensive shield.

Talk to the people in town, then head to the inn to get some rest. Sure enough, the hero and his party experience the same ominous dream the townsfolk were talking about—a woman in a tower, a man playing a flute, talk of destroying humankind. Ominous indeed! Remember the details of this dream well and head south to Burland Castle.



Monster Hunting in The Auld Well

Those looking to fill up their Big Book of Beasts should make a special trip down into The Auld Well southeast of Strathbaile to discover a few special monsters. Be on the lookout for the fire beatle, well wisher, and scarewell. The latter two creatures have very high HP, but yield hundreds of experience.

Burland Castle

Suggested Level: 21		
Locked Doors		
Thief's key x1	None	None



* But the Zenithian Dragon God didn't like how strong he was, an' he went an' sealed him away.

RAGNAR RETURNS

Return to the castle and use the thief's key to unlock the door on the west side of the castle. Use the Safe Passage spell to cross the room without being harmed and collect the items from the six chests. Here you'll find the following: **mini medal**, **seed of life**, **iron helmet**, **seed of strength**, **seed of agility**, and **750 gold coins**.



* But it was given to the Queen of Femiscyra way back in my grandfather's time.



What luck! A mini medal!

Look around the castle and talk to the people milling about, particularly the wise-looking old man near the bookshelves. He'll tell a story about the Zenithian Dragon God and the Lord of the Underworld that sheds some light on the situation at large. Head upstairs to the throne room and speak with the king about the Zenithian Shield. According to the king, one of his predecessors gave the Zenithian Shield to the Queen of Femiscyra as a gift.

THROUGH THE FIRE AND MOUNTAINS

Return to the ship and sail it due east to the lake at the end of the river between Burland and Strathbaile. Exit the ship and head south on land into the mountains.

The party soon arrives at a volcano that blocks the path to Femiscyra Castle. Use the magma staff as an item to trigger the volcano's eruption. This swallows up the obstacles blocking the path, making it possible for the party to continue to Femiscyra Castle.



Obtaining the Magma Staff

The magma staff was locked away in Zamoksva Castle. If you haven't obtained it, return to Zamoksva Castle and use the magic key and Safe Passage spell to retrieve it from a chest locked away on the castle's first floor.

Femiscyra Castle

Suggested Level: 21		
Locked Doors		
None	None	None

Item List

CONTAINER	ITEM	NOTE
	Mini medal	In the kitchen area, in the southwest corner of the castle.
	Seed of wisdom	On the first floor, in the right-hand room near the center.
	Seed of agility	In the upstairs bedroom, to the east of the throne room.
	Leather dress	In the upstairs bedroom, to the east of the throne room.
	Zenithian Shield	Use the ultimate key to reach it via the northeast staircase to the basement.
	Fire claw	Use the ultimate key to reach it via the staircase behind the stairs leading to the throne room.





Armour Shop

ITEM	COST	DEF	HERO (M)	HERO (F)	RAGNAR	ALENA	BONZA	KIRYL	TORNEKO	MAYA	MEENA
Leather dress	250	+14	--	X	--	X	--	--	--	X	X
Dancer's costume	400	+18	--	--	--	--	--	--	--	X	X
Cloak of evasion	3000	+28	--	--	--	X	X	--	--	X	--
Pink leotard	6300	+38	--	X	--	X	--	--	--	X	X
Golden tiara	540	+12	--	X	--	X	--	--	--	X	X

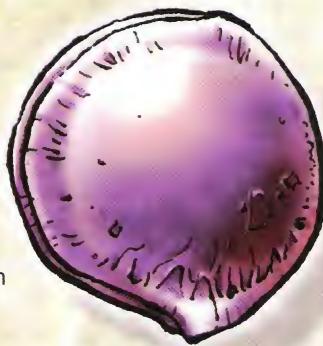


Tick-Tock, Tick-Tock

Visitors are only allowed into Femiscyra Castle during the day, so if you reach the castle late in the day and the entrance is blocked, just exit the area and use the Tick-tock spell to advance the sunrise.

CAUGHT RED-HANDED

Take a stroll around the castle and save your progress with the man in the brown robe in the central room on the first floor. Enter the bedroom to the east of it and talk to the poet. Collect the **seed of wisdom** from the drawer and watch as the nun outside the room calls for the castle guards—she thinks you've stolen her precious bronze rosary!



The queen ultimately sends for the party and asks if you are guilty of the crime. Insist that you are innocent and that someone else—the poet—stole the rosary. The Queen of Femiscyra soon gives you the opportunity to prove your innocence by capturing the real crook, but there is a catch. One member of the party must stay behind in the dungeon. One of the wagon-riding members will be chosen at random, but you can speak to the guard in the dungeon to change which member stays behind, if you wish.



* A suspicious-looking man, you say?
Yes, there was a fellow dressed like a poet who came running past before. He was heading south.

Talk to the women in the castle's kitchen for a clue as to where the culprit may have fled, then exit the castle and speak with the man outside. He states that he saw a man dressed like a poet run toward the cave to the south. Spend some time in the area south of the castle to level up the party.

Liquid Metal Slimes

There's no better way to gain experience than by defeating liquid metal slimes. Many of these monsters flee the battle before they can be defeated, but Alena's high agility rating often enables her to strike a critical hit before the beast can escape. Liquid metal slimes yield 10,050 experience and their defeat all but guarantees a level increase for every party member.



Ragnar takes 9 points of damage!



Cove's Cove

Suggested Level: **23**

Locked Doors



Item List

CONTAINER	ITEM	NOTE
	Mini medal	In the center of B1F.
	Seed of strength	In the northeast corner of B1F.
	1050 gold coins	In the northeast corner of B1F.
	Seed of resilience	In the northeast corner of B2F.
	Iron mask	In the northwest corner of B2F.
	Dragon shield	In the southwest corner of B2F.
	Holy water	In the secret hideout in B3F.
	Mini medal	In the secret hideout in B3F.
	Mercury's bandana	In the secret hideout in B3F.

FIRST ENCOUNTERS

HUMBABA

HP	EXP	GOLD	MAP SECTORS
90	144	76	--

SPITFIRE

HP	EXP	GOLD	MAP SECTORS
105	180	100	--

A MAZE OF STAIRWAYS AND LEDGES

Cove's Cove is only three levels deep, but it contains a complicated network of ledges and staircases that often lead to dead-ends. Study the maps closely to pinpoint where to go and collect the items from the chests.

Head for the path between the two chests in the northeast corner of B1F, then go south to the southeast corner when it's time to descend to B2F. Follow this path back around to the northwest to locate the stairs leading to the next level.

You must go out of the way a bit to access the chests on B2F, but it's worth the effort! The chest in the southwest corner contains the valuable **dragon shield**. Equip the hero with this item right away, then loop back to the steps in the southeast corner and walk toward the staircase leading down to B3F.



WALKTHROUGH



Battle Preparations

Consider using a Quick Save while on B2F or using the Evac spell to exit the cave and return to Femiscyra Castle to save your progress. The upcoming battle can prove tricky if the party isn't adequately prepared. Furthermore, make sure that the party's designated healer has enough MP to last through a lengthy fight.

Collect the items from the secret hideout of the poet-thief, then approach him while he sleeps. The poet starts running around the room to avoid confrontation. Run up to him and press the A Button to initiate the battle.

Kirk Buzzer

HP	EXP	GOLD
1000	7400	0



Recommended Status & Equipment

CHARACTER	LEVEL	WEAPON	ARMOR	SHIELD	HELM	ACCESSORY
Hero	23	Battle-axe	Full plate armour	Dragon shield	Zenithian helm	--
Ragnar	22	Cautery sword	Full plate armour	Iron shield	Iron mask	Mercury's bandana
Kiryl	23	Magma staff	Iron armour	Iron shield	Iron helmet	--
Alena	24	Iron claw	Spangled dress	--	Golden tiara	--

Kirk Buzzer is a worthy adversary—he's certainly no bookworm poet! Kirk Buzzer's battle tactics consist of four basic moves: he'll either attack with his fists, muster his strength, cast Kabuff to increase his defense rating, or attack the party with Crackle. Naturally, the last action should be a cause for concern. Crackle delivers over 30 HP worth of damage to each party member, although equipment that minimizes ice-based damage (such as the dragon shield) certainly helps.

It's difficult to inflict much damage against Kirk Buzzer due to the frequency at which he casts the Kabuff spell on himself. Although Alena can periodically land a critical hit for over 150 HP worth of damage, Ragnar and the hero won't be as lucky. Rather than chip away at his HP with weak attacks, use the Boom spell. This spell inflicts at least 50 HP worth of damage and is more cost-effective than casting weaker spells. Make sure the party is also protected with the Kabuff spell and that each of the non-magic users have a couple of medicinal herbs on hand. Remember to take control of individual party members when it's time to heal more than one character.



Does 52 points of damage to Kirk Buzzer.

COLLECT YOUR REWARD

Return to Femiscyra Castle and speak to the Queen of Femiscyra to receive the **ultimate key** as a reward for capturing the thief. Use the staircase in the northwest corner of the castle to descend to the dungeon and free your imprisoned party member. Release the other folks and speak to them to learn some valuable tips.



Head back upstairs, then descend the stairs in the northeast corner to find a chest containing the

Zenithian Shield. Equip the hero with this precious item and head back upstairs—now it's time to find the third room in the basement! Rotate the camera while on the castle's main floor to spot the hidden staircase behind the steps leading up to the throne room. Descend these stairs to a secret room in the basement. There you will find the **fire claw** for Alena.



The Chosen, Part 7

THE KINGDOM



The eastern edge of the continent is a remote area with few villages and vicious monsters on the prowl. Much of the area is heavily forested and mountainous, so use the ship to sail along the coast and up rivers to reach the town of Rosehill. The secluded nature has served many rather well in the past, as it is home to a pirate cave, a secret cave that can only be entered from the sea, and also a private island nation ruled by a man who trades rewards for mini medals. There's a secret around every corner in this area!



HERO'S QUEST

Visit King Minikin's Dominion and trade in your mini medals for a reward.
 Sail into Briny Lair to find the Zenithian Armour and more mini medals.
 Explore Cascade Cave with the karstaway stone and locate the liquid metal sword.
 Enter the tower at Rosehill and fight for the opportunity to speak with the girl in the dreams.
 Sail across the sea to the Royal Crypt and locate the mod rod.

WALKTHROUGH

MONSTERS OF THE FIELD

SKELETON SOLDIER

HP	EXP	GOLD	MAP SECTORS
80	106	47	A B C

SPITFIRE

HP	EXP	GOLD	MAP SECTORS
105	180	100	A B C

EORAPTOR

HP	EXP	GOLD	MAP SECTORS
90	116	45	A B C

BLOODY BLADE

HP	EXP	GOLD	MAP SECTORS
114	180	80	A C

BELETH

HP	EXP	GOLD	MAP SECTORS
125	132	70	A B C

CHILLANODON

HP	EXP	GOLD	MAP SECTORS
85	104	33	B

GRIM RIDER

HP	EXP	GOLD	MAP SECTORS
180	216	82	A B C

BULLDOZER

HP	EXP	GOLD	MAP SECTORS
85	108	40	B

WAR-RUS

HP	EXP	GOLD	MAP SECTORS
120	128	54	A B C

CHICKEN POXER

HP	EXP	GOLD	MAP SECTORS
90	121	72	B

HUMBABA

HP	EXP	GOLD	MAP SECTORS
90	144	76	A B C

King Minikin's Dominion

Suggested Level:	24
Locked Doors	
	None
	None
	None



THE CHOSEN

TRADING IN MINI MEDALS

Sail the ship in a northeasterly direction around the tip of the continent to the small island in the bay to the south. This island is home to the castle known as King Minikin's Dominion. Here you find King Minikin, who wants nothing more than to trade valuable prizes for your hard-earned mini medals. If you've been following this walkthrough, you should have 18 of them at this point. And for that, King Minikin hands over the **strength ring**. Keep collecting these precious items to earn other valuable pieces of equipment.

Mini Medals Trade-In Program

#	REWARD	DESCRIPTION
15	Strength ring	Supplements the strength of whoever should slip it on. +8 strength
20	Ruby of protection	This brilliant band boosts defence when worn. +7 defence
25	Magical skirt	This clothing will help to reduce damage caused by magic.
30	Staff of divine wrath	Can also be used as a tool during battle.
34	Kerplunk bracer	Rousing wristwear that may just save the day in times of need!
38	Miracle sword	Replenishes its bearer's HP with each attack... miraculously.
43	Happy hat	Recovers some of the wearer's MP with each and every step.
47	Mighty armlet	Supplements the strength of whoever should slip it on.
52	Liquid metal shield	Can also be used as a tool during battle.
60	Gringham whip	This deadly whip can attack a whole group of enemies at once.



A Series of Teleportals

Climb the stairs to the top of King Minikin's Dominion and hop into the swirling blue light to be whisked away to the teleportal near the Empire of Parthenia and Mintos. The teleportal there has a second connector that leads to the large island in the southern seas. You needn't use this feature now, but now that you have the ultimate key and can unlock the gates in the teleportal shrine near Parthenia, the option is yours.

Head to the basement of King Minikin's Dominion and talk to the man sitting at the table to learn about the nearby cave. Spend the night at the inn to recover lost HP and MP, then exit the castle and sail northward, straight into the cave open to the sea.

Briny Lair

Suggested Level: **24**

Locked Doors

None	Magic key x1	None

Item List

CONTAINER	ITEM	NOTE
	Mini medal	On the eastern ledge of 1F-1.
	Mini medal	On the southeastern ledge of 1F-2.
	Mini medal	In the center of B1F.
	Zenithian Armour	In the center of B1F.

FIRST ENCOUNTERS

TERMINONATOR			
HP	EXP	GOLD	MAP SECTORS
380	135	57	--

DRAGON RIDER			
HP	EXP	GOLD	MAP SECTORS
141	351	108	--

SEKERLETON			
HP	EXP	GOLD	MAP SECTORS
130	315	50	--

FREEZE FLY			
HP	EXP	GOLD	MAP SECTORS
90	261	151	--

CHEEKY TIKI			
HP	EXP	GOLD	MAP SECTORS
91	290	102	--

HELL RAISER			
HP	EXP	GOLD	MAP SECTORS
110	234	91	--

PODOKEASAURUS			
HP	EXP	GOLD	MAP SECTORS
114	270	81	--

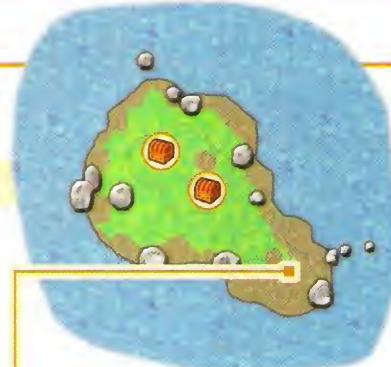
HELLSPAWN			
HP	EXP	GOLD	MAP SECTORS
130	225	186	--

RAFTING FOR TREASURE

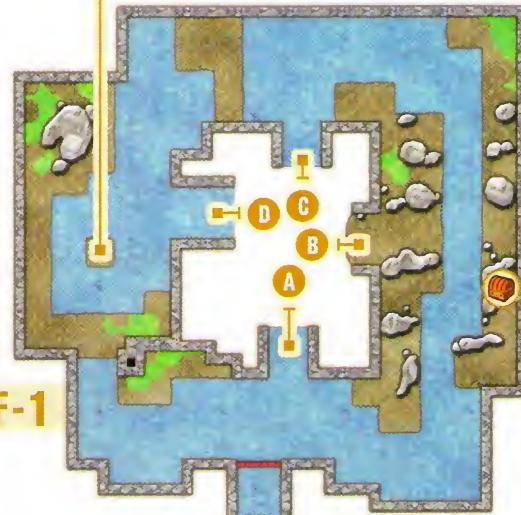
Briny Lair is comprised of three areas: there is the outer ring, an inner serpentine passage, and a lower area containing an island. Ride the raft to the southeast corner and hop onto solid ground to obtain the first **mini medal**. Now steer the raft northward along the eastern edge and jump off to enter the central area on foot to collect a second **mini medal**. Return the way you came and sail up and around the outer area in a counter-clockwise direction to enter the central section from the north. Float through the maze of rocks to reach the island containing a third **mini medal** and the **Zenithian Armour**.



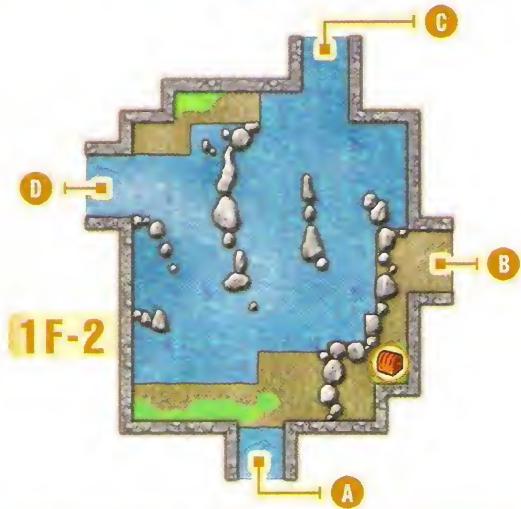
B1F



1F-1



1F-2



Those Cheeky Tikis!

The cheeky tikis don't have a lot of HP (only 91), but they can be quite difficult to defeat in battle thanks to their ability to quickly summon backup. Use this to your advantage to earn a lot of experience. Defeat the cheeky tikis slowly so that they can continue to summon additional cheeky tikis. Keep the fight going for as long as you want; when you're ready, cast Poof to make many of them disappear. Cheeky tikis are very susceptible to Poof and one or two casts of this spell will finish off most of them!



Cascade Cave

Suggested Level: **25**

Locked Doors



None



Magic key
x1



Ultimate
key x1

Item List

CONTAINER	ITEM	NOTE
	Sands of time	In the center room of B2F.
	Mini medal	In the center of B3F.
	Death mask	In the southwest corner of B4F.
	780 gold coins	In the center of B4F.
	Liquid metal sword	In the southern end of B5F.

THE CHOSEN

FIRST ENCOUNTERS

MINIDEMON

HP	EXP	GOLD	MAP SECTORS
95	193	43	--

PICUDA

HP	EXP	GOLD	MAP SECTORS
120	165	69	--

SAND VIPER

HP	EXP	GOLD	MAP SECTORS
130	170	124	--

OCTOPHANT

HP	EXP	GOLD	MAP SECTORS
300	208	98	--

SPINCHILLA

HP	EXP	GOLD	MAP SECTORS
100	180	84	--

INCINERAYTOR

HP	EXP	GOLD	MAP SECTORS
98	221	100	--

A PIRATE TREASURE TROVE

Sail south along the coast until you reach a small cove that cuts into the landmass. Park the ship here and cross the sandy area to the west to find the entrance to Cascade Cave. This is the rumored hideaway where the pirates of Dunplundrin were said to have once stored their booty. Proceed north through the first cavern and use the karstaway stone to soak up the water covering the staircase leading to B2F.



B1F



B2F



[Exit to World Map](#)

B3F



B5F



B4F

Collect the **sands of time** from the chest beyond the red door, then continue to B3F. Locate the **mini medal** and continue the journey through the cave system. Forge ahead to B5F to find the valuable **liquid metal sword** and equip the hero with it. Fight back through the cave to earn some extra experience and sail to the small village of Rosehill.



Beware the Death Mask

Don't equip any of the characters with the death mask, as it curses them with confusion. A confused character often attacks other party members (or themselves) in combat, so resist the allure of the death mask.

Rosehill

Suggested Level: 25		
Locked Doors		
None	Magic key x1	None



Item List

CONTAINER	ITEM	NOTE
	Poison needle	Inside the inn.
	Mini medal	In the basement of the tower.

SHOP GUIDE



Weapon Shop

ITEM	COST	ATK	HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA	KIRYL	TORNEKO	MAYA	MEERA
Battle-axe	5500	+50	X	X	X	--	--	--	--	--	--
Falcon knife earrings	7500	+5	--	--	--	X	--	--	--	X	X
Dream blade	8000	+60	X	X	X	--	--	--	--	--	--
Dragonsbane	15000	+90	X	X	X	--	--	--	--	--	--



Armour Shop

ITEM	COST	DEF	HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA	KIRYL	TORNEKO	MAYA	MEERA
Full plate armour	2300	+35	X	X	X	--	--	--	--	--	--
Magic vestment	4400	+22	--	--	--	--	--	X	--	--	X
Dragon mail	5200	+45	X	X	X	--	--	--	--	--	--
Iron helmet	1100	+16	X	X	X	--	--	X	X	--	--
Iron mask	3500	+25	X	X	X	--	--	--	--	--	--



Item Shop

ITEM	COST	EFFECT
Chimaera wing	25	Can be used to return to any previously-visited location.
Musk	150	Its scent will attract monsters for a while until it runs out.



LIKE A DREAM COME TRUE

The village of Rosehill is home to the dwarfs and has many of the amenities of much larger towns. The old man in the center of the village runs all three shops and the church—wait for him to approach the counter of the facility you'd like to patronize and press the A Button to talk. Roaming the village and talking with each of the dwarfs is a great way to learn more about their kind, as well as the elves who used to live near Strathbaile.



Stay at the inn to recover and save your progress. At night, stand on the platform in front of the tower and use the flute of revelation just as the man did in the dream. This reveals a secret entrance to the tower. Climb the stairs to the top and approach the guard outside the girl's bedroom.

THE CHOSEN

BOSS BATTLE

Sir Roseguardin

HP	EXP	GOLD
1200	6800	0



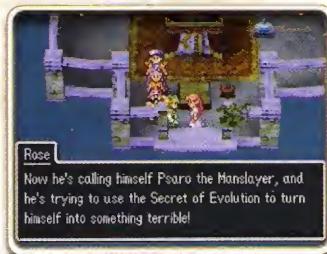
Recommended Status & Equipment

CHARACTER	LEVEL	WEAPON	ARMOR	SHIELD	HELM	ACCESSORY
Hero	25	Liquid metal sword	Zenithian Armour	Zenithian Shield	Zenithian Helm	Strength ring
Ragnar	25	Dream blade	Dragon mail	Dragon shield	Iron mask	Mercury's bandana
Meena	24	Holy lance	Iron armour	Iron shield	Golden tiara	--
Alena	27	Fire claw	Spangled dress	--	Golden tiara	Ruby of protection



The liquid metal sword increases the damage the hero can inflict thanks to its increased effectiveness against metal. Put the sword to use and continue to attack Sir Roseguardin without magic. The hero, Alena, and Ragnar can quickly whittle down Sir Roseguardin's HP, particularly if Meena or another spell-caster can take care of the chillanodons that appear and keep everyone healthy.

Sir Roseguardin can inflict a moderate amount of damage with his lance, but he's prone to spending his turns calling for backup. The chillanodons that come to his aid can be quickly put to sleep with the Kasnooze spell, making it possible to continue focusing on Sir Roseguardin.



Take the **sphere of silence** that Sir Roseguardin drops and advance to the bedroom. Talk to the slime to learn about the mod rod in the Royal Crypt, then speak with Rose. Rose reveals the details regarding Psaro the Manslayer. It's clear from talking to Rose (and her over-protective slime) that Psaro must be stopped.

Exit the tower the way you came in, then head through the doors at the base of the tower and descend the stairs to find the **mini medal**. Stay at the inn, save your progress, and return to the ship. It's time to sail due west across the ocean to the Royal Crypt near Endor Castle. The Royal Crypt resembles a shrine and is on the tip of the land, just beyond an impenetrable wall of mountains.

The Royal Crypt



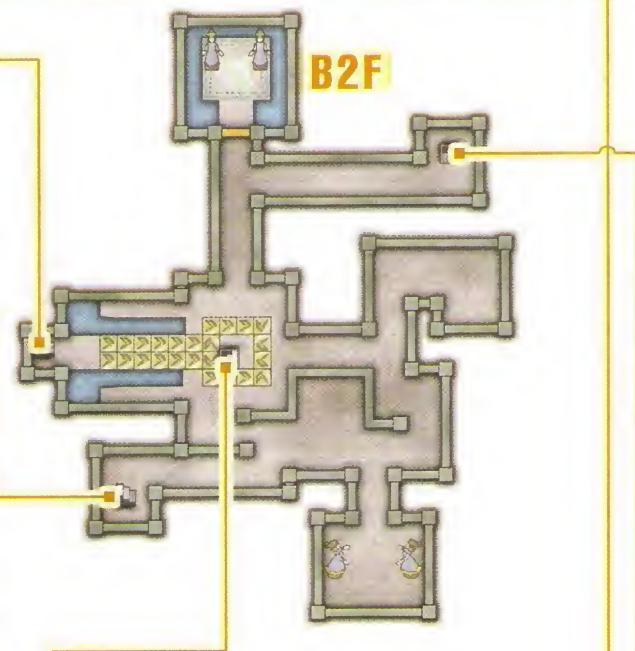
B1F-2

Item List

CONTAINER ITEM	NOTE
	In the south end of B1F-1
	Near the center of B3F.
	In the northern end of B3F.



B1F-1



B2F



B3F

FIRST ENCOUNTERS

LIQUID METAL SLIME

HP	EXP	GOLD	MAP SECTORS
5	10050	10	--



TERROFLYER

HP	EXP	GOLD	MAP SECTORS
98	187	74	--

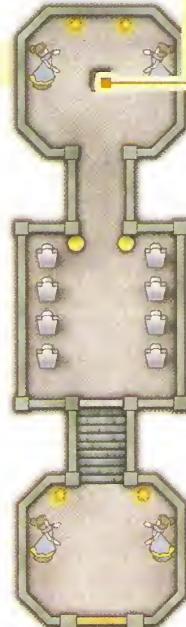


VOODOO GOOROO

HP	EXP	GOLD	MAP SECTORS
100	211	88	--



1F



ONE WAY TRAVEL

The arrow-shaped floor tiles in the Royal Crypt play a large role in determining where and when the party can travel. For example, when the party first arrives on B1F-1, the only option is to slide along the tiles to the northern staircase and descend to B2F. From there, the party must descend the stairs nearest them to B3F. It's only on B3F where an opportunity to truly explore finally exists.

Obtain the **staff of antimagic** from the chest to the north, then loop around to the west in a counter-clockwise direction to collect the **mini medal** from the other chest. Ignore the inter-Crypt teleport in the northeast corner and continue the counter-clockwise loop to the stairs in the far eastern side of B3F. Climb these stairs to B2F, recover at the font at the north end of B2F, then proceed to the stairs in the southwest corner. Back on B1F-1, steer clear of the slippery arrow-shaped tiles and circle around to the south to find the **mod rod**. Exit the dungeon and return to the ship.



THE CHOSEN

Return Visits with the Ultimate Key

This is a perfect time to use the hero's Zoom spell to revisit towns and castles that have chests that were previously out of reach. There is a wealth of items locked away at each of the following locations: Casabranca, Endor, Ballymoral, Lakanaba, Porthtrunnel, Strathbaile, and Havre Léon. Raiding these places for missed treasure will not only yield many valuable items and weapons, but also a number of mini medals too! When you're finished, return to King Minikin's Dominion and trade in your extra mini medals for more great rewards!



Obtain the Lightning Rod

This is also a great time to return to the Vault of Vrenor, east of Hoffman's Place, to obtain the **lightning rod**. In fact, you should try to tie up all of your loose ends at this point in the game, because the story is about to start rolling along toward an inevitable conclusion—don't leave anything behind!



The Chosen, Part 8

THE KINGDOM



The only unexplored region left on the planet is a large rock-ringed island in the south seas. The island is accessible by sailing a ship up the river mouth to the town of Riverton. From there, explorers must find a way across the lake near the massive statue known as the Colossus in order to scour the rest of the island. A secret palace, rumored to be the home of Psaro the Manslayer, is said to be hidden on the eastern side of this island.



HERO'S QUEST

- Sail up the river mouth to Riverton and visit both parts of the town.
- Continue upriver to the Colossus and fight to the top of the statue to find a way across the lake.
- Use the mod rod to sneak into the meeting at Diabolic Hall to learn about Psaro's plans.
- Head to Mamon Mine and descend through the mine to the entrance to Estark's Crypt.

MONSTERS OF THE FIELD

MINIDEMON

HP	EXP	GOLD	MAP SECTORS
95	193	43	A

SEKERLETON

HP	EXP	GOLD	MAP SECTORS
130	315	50	B

HELL RAISER

HP	EXP	GOLD	MAP SECTORS
110	234	91	A

CHEEKY TIKI

HP	EXP	GOLD	MAP SECTORS
91	290	102	B

VOODOO GOOROO

HP	EXP	GOLD	MAP SECTORS
100	211	88	A

PODOKESAURUS

HP	EXP	GOLD	MAP SECTORS
114	270	81	B

MEDISLIME

HP	EXP	GOLD	MAP SECTORS
140	162	55	A

DRAGON RIDER

HP	EXP	GOLD	MAP SECTORS
141	351	108	B

RHINOCEREX

HP	EXP	GOLD	MAP SECTORS
142	245	68	A

WYVERN

HP	EXP	GOLD	MAP SECTORS
120	393	116	B

FAT BAT

HP	EXP	GOLD	MAP SECTORS
113	172	84	A

FUDDLESTICK

HP	EXP	GOLD	MAP SECTORS
90	261	99	B

HELLION

HP	EXP	GOLD	MAP SECTORS
150	224	119	A

Riverton

Suggested Level: **26**

Locked Doors



None



None



None



Item List

CONTAINER	ITEM	NOTE
	Mini medal	On the island in the center of the river.
	Mini medal	Inside the house in the southeast corner of Riverton.
	Moonwort bulb	Near the armour shop on the east shore.
	Gold bracer	Inside the house in the northeast corner of Riverton.
	Seed of life	In the cemetery on the western shore at night.

THE CHOSEN

SHOP GUIDE



Weapon Shop

ITEM	COST	ATK	HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA	KIRYL	TORNEKO	MAYA	MEERA
Battle-axe	5500	+50	X	X	X	--	--	--	--	--	--
Dream blade	8000	+60	X	X	X	--	--	--	--	--	--
Dragonsbane	15000	+90	X	X	X	--	--	--	--	--	--



Armour Shop

ITEM	COST	DEF	HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA	KIRYL	TORNEKO	MAYA	MEERA
Magic vestment	4400	+22	--	--	--	--	--	X	--	--	X
Dragon mail	5200	+45	X	X	X	--	--	--	--	--	--
Iron shield	650	+12	X	X	X	--	--	X	X	--	X
Dragon shield	7100	+30	X	X	X	--	--	--	--	--	--
Iron helmet	1100	+16	X	X	X	--	--	X	X	--	--
Iron mask	3500	+25	X	X	X	--	--	--	--	--	--



Item Shop

ITEM	COST	EFFECT
Medicinal herb	8	Restores a little of one party member's HP.
Antidotal herb	10	Cures a party member of poison.
Chimaera wing	25	Can be used to return to any previously-visited location.

VISIT BOTH SHORES

Sail the ship toward the large island in the south sea and pilot the craft up the mouth of the river to enter Riverton. Exit the ship on the western shore and visit the weapons shop to purchase the dragonsbane, if possible. Load up on medicinal herbs and use the stairs near the cemetery to reach the island in the center of the river. Talk with the poet and collect the **mini medal** from the barrel, then return to the ship.





Sail across the river to the eastern bank and speak with the man in the house near the armour shop to learn about the flying contraption he can build. He'll let you use it once it's finished, but he needs a gas that is lighter than air in order for it to fly. Other villagers have equally interesting tidbits of

information, especially the lady near the inn who claims to have seen the statue to the south walk across the lake!

Nighttime Visit

Return to the village of Riverton at night to find the **seed of life** on the ground in the cemetery. There is a woman praying at one of the graves during the day, but she isn't there at night.



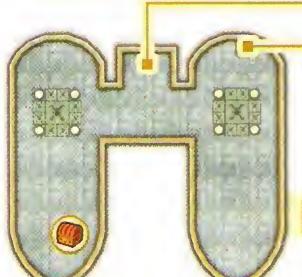
Sail south from Riverton toward the enormous statue known as the Colossus. The Colossus stands on the shore of a small lake surrounded by mountains. The only way to the shrine (and Diabolic Hall) is to hope the rumor about the walking statue is true!

The Colossus

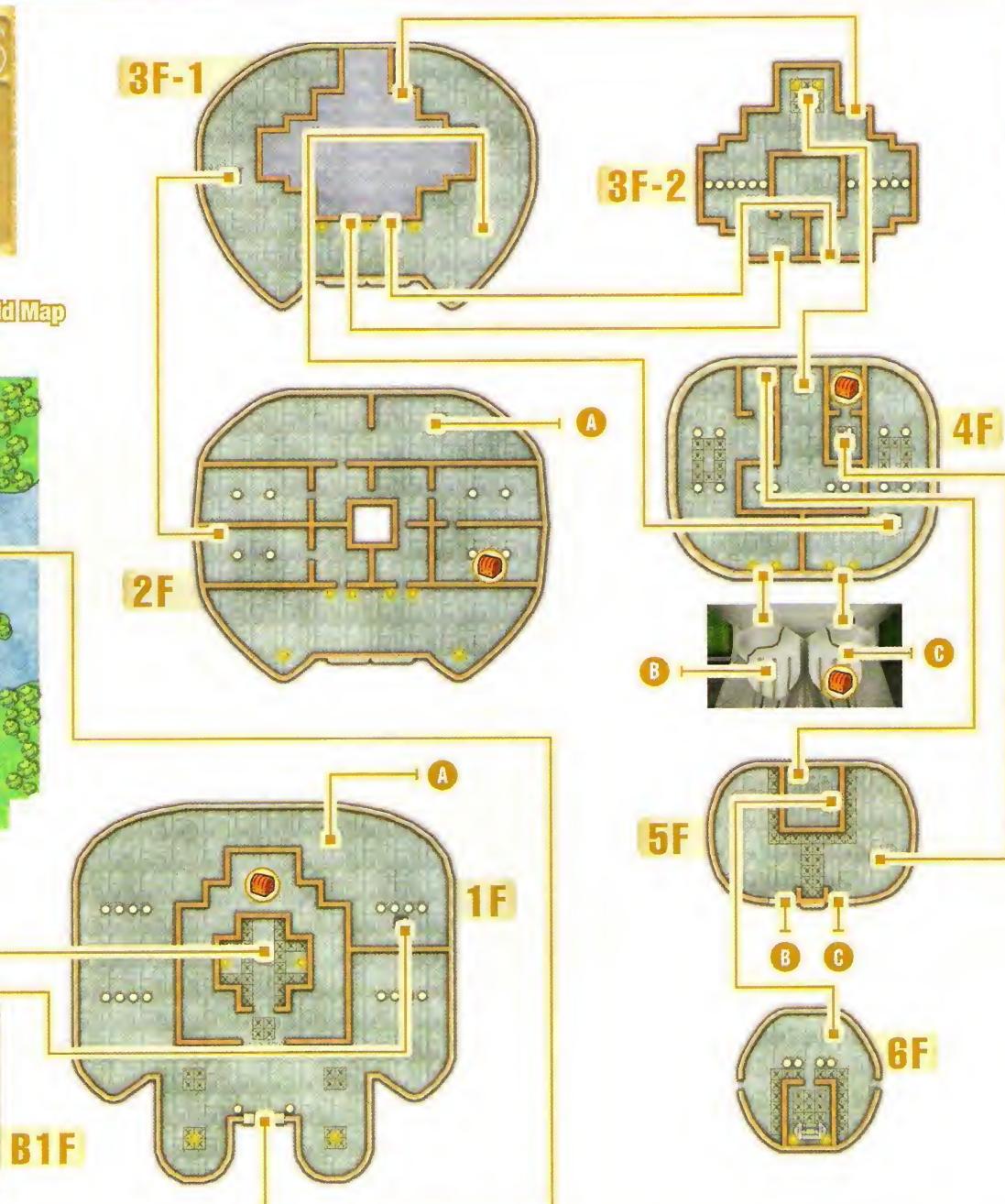
Suggested Level:	26
Locked Doors	
	None
	None
	Ultimate key x1



Exit to World Map



Exit to World Map



Item List

CONTAINER	ITEM	NOTE
	Mini medal	On the north side of 1F.
	640 gold coins	In the southwest corner of B1F.
	Seed of agility	On the eastern side of 2F.
	Mimic	On the north end of 4F.
	Hela's hammer	On the eastern hand of the statue's exterior. Exit the southeastern opening on 5F to access it.

FIRST ENCOUNTERS

FREEZE FLY

HP	EXP	GOLD	MAP SECTORS
90	261	151	--



BLIZZYBODY

HP	EXP	GOLD	MAP SECTORS
85	286	100	--



HELLSPAWN

HP	EXP	GOLD	MAP SECTORS
130	225	186	--



MIMIC

HP	EXP	GOLD	MAP SECTORS
190	350	48	--



THE CHOSEN

CLIMBING THE COLOSSUS

Enter the statue by using the door between its feet and get the **mini medal** on the ground floor before descending to the basement. Collect the **640 gold coins** in the corner of B1F and climb the stairs in the northwest corner to return to the ground floor. Ascend to the second floor, travel through the maze of corridors, and continue to 3F-1.



Out on a Limb

Climb the stairs in the southeast corner of 3F-1 to reach the otherwise unreachable eastern half of 4F. Jump out the opening on the south side of the room to drop on the statue's hand. Crack open the treasure chest to obtain the **Hela's hammer**.



Return to 3F-1 and loop around to the north to enter the interior portion of the floor, 3F-2. Ascend to 4F, ignore the chest (it's a mimic) near the stairs leading to 5F, and continue the climb. Exit 5F through the southwestern hole in the exterior, drop onto the other hand, reenter the statue on 4F, and climb the stairs to the sealed-off room in 5F. Ascend to the top of the statue at 6F and throw the lever to make the Colossus come to life and walk across the lake.



SOUTH OF THE LAKE

Leap out either of the statue's ear holes from the sides of the sixth floor and enter the shrine south of the lake. This area contains a teleportal that can be used to instantly return to a similar shrine northwest of Riverton. Use this shrine to return to Riverton if you need to recover and/or save your progress.

Push onward through the forest to the eastern side of this mountain-ringed island to uncover Diabolic Hall, the secret meeting place of the monsters. Take some time in this area to level up the party against the monsters in this region before entering the palace.



Diabolic Hall

Suggested Level:	27
Locked Doors	
	None
	None
	Ultimate key x1



Item List

CONTAINER	ITEM	NOTE
	Mini medal	In the northwest corner of B1F-1.
	Tempest shield	In the northeast corner of B1F-1.
	Seed of magic	In the southwest corner of B1F-1.
	Mimic	In the southeast corner of B1F-1.
	Mini medal	In the kitchen area of B1F-2.
	Prayer ring	In the middle prison cell on B1F-2.
	Kamikazee bracer	In front of the grave marker in B1F-4, accessible from outside.
	Lucida shard	In the southeastern prison cell on B1F-2.

FIRST ENCOUNTERS

CHEATER CHEETAH			
HP	EXP	GOLD	MAP SECTORS
100	115	62	--

MIMIC			
HP	EXP	GOLD	MAP SECTORS
190	350	48	--

FLOAT-O-COPIER			
HP	EXP	GOLD	MAP SECTORS
153	582	316	--

To Mod or Not to Mod

Diabolic Hall is host to a special meeting and the hero and his party must use the mod rod to transform into monsters and sneak into the meeting. Although you can resist using the mod tool while exploring the palace to earn experience and level up, you must use the mod rod to transform into monsters before entering the door atop the balcony (door "D" on the map) to hear Psaro's plans.

A MEETING OF MONSTERS FOR MONSTERS

Enter the castle through the main entrance and take the steps in the northwest corner to head downstairs to the kitchen and prisoner area. Descend the stairs in the southwest corner of the prison area and climb the stairs on B2F to eavesdrop on a conversation between two monsters on 1F-2. Use the mod rod to change the party's appearance, then talk to the monsters to get more information out of them!



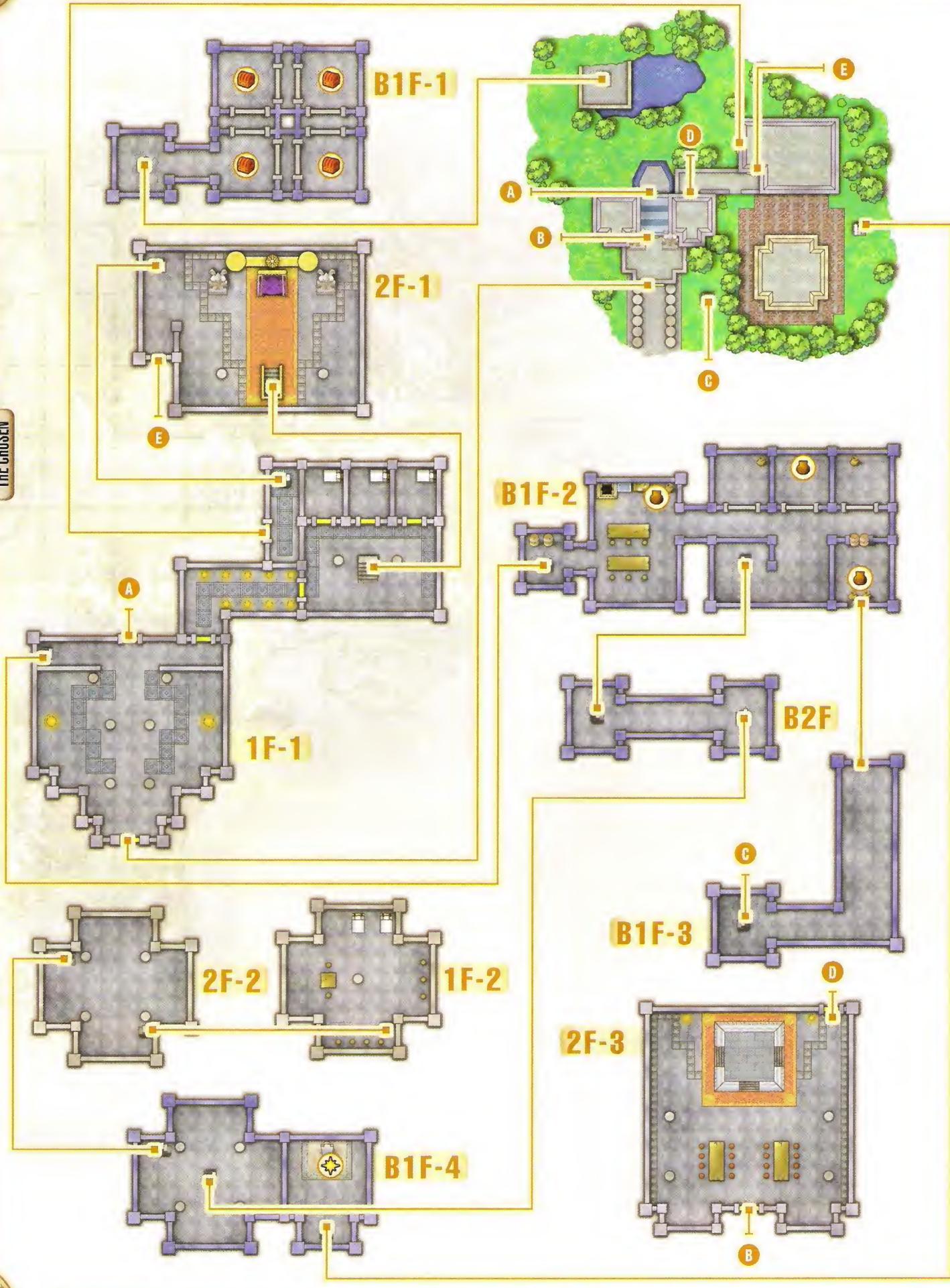
Monsters Only

The mod rod randomly changes the party's appearance, ranging from little old women to kings to all sorts of different monsters. Continue using the mod rod until the party is transformed into a group of monsters, or else the disguise won't fool the monsters patrolling the castle.



Return to 1F-1 and ascend to the throne room on 2F-1. From there, descend the stairs in the northwest corner and exit through the side door to cross the yard to the storage area near the lake. Head down the stairs to find a number of treasure chests (and a mimic in the southeast corner) containing a **mini medal**, **seed of magic**, and the **tempest shield**.





Return to the throne room, use the mod rod to transform the party into monsters, and exit through the southwest corner. Drop off the walkway to the grassy area and use the Safe Passage spell to obtain the **kamikazee bracer** from the room in B1F-4. Return to the throne room, exit back onto the walkway, and enter the meeting hall through the door near the monster standing guard. Sit the party down at the right-hand table and listen closely to Psaro the Manslayer's announcement.



ESTARK AWAKENS

The party has learned invaluable information and must head to Mamon Mine at once! Use the Evac spell to exit Diabolic Hall and Zoom to Havre Léon. There, you can recover at the inn and save your progress before journeying westward to Mamon Mine.

Mamon Mine



FIRST ENCOUNTERS

MOOSIFER

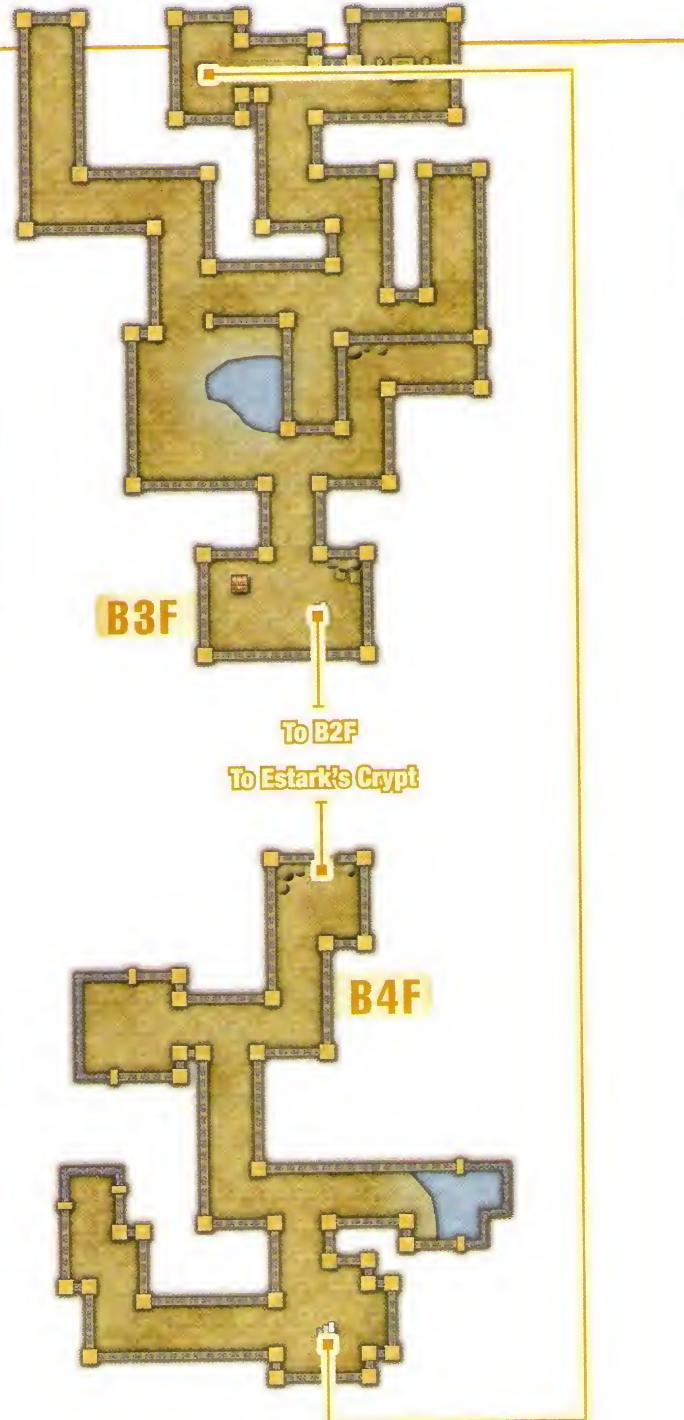
HP	EXP	GOLD	MAP SECTORS
250	387	122	--

KING CURESILME

HP	EXP	GOLD	MAP SECTORS
150	384	300	--

DEEPER INTO THE MINE

The humans digging in Mamon Mine have unearthed Estark's Crypt. The hero and his party must make it to Estark and defeat it before Psaro manages to free the great beast. Return through the upper two levels of Mamon Mine (see maps on page 82) and descend to B3F. Next, go north through the cave to the stairs that lead to B4F. The monsters in this section are much tougher than those encountered during Meena and Maya's initial visit to this area, so be careful. Head north through B4F to enter Estark's Crypt.



Estark's Crypt

Suggested Level: 27

Locked Doors



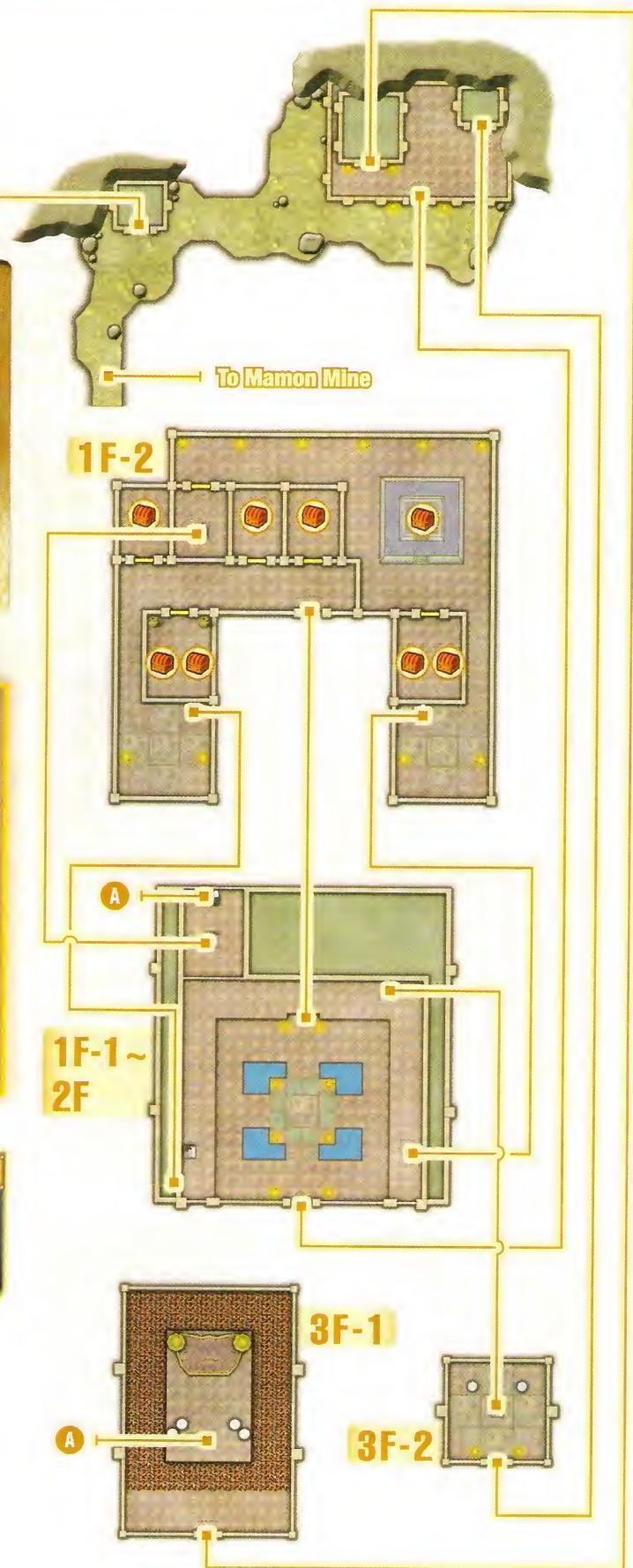
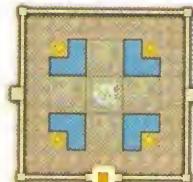
Thief's key x5



None



None



Item List

CONTAINER	ITEM	NOTE
	Mini medal	In a cell in the middle of 1F-2.
	Magic water	In a cell in the middle of 1F-2.
	2480 gold coins	In a cell in the northwest corner of 1F-2.
	Seed of agility	In the south cell on 1F-2.
	Seed of strength	In the south cell on 1F-2.
	Mini medal	In the eastern half of 1F-2.
	Mimic	In the eastern half of 1F-2.
	Gas canister	On 1F-2; accessible only after defeating Estark.

FIRST ENCOUNTERS

CHEATER CHEETAH

HP: 100 EXP: 115 GOLD: 62 MAP SECTORS: --

RHINOCEREX

HP: 220 EXP: 655 GOLD: 150 MAP SECTORS: --

MOOSIFER

HP: 250 EXP: 387 GOLD: 122 MAP SECTORS: --

DRAGON RIDER

HP: 141 EXP: 351 GOLD: 108 MAP SECTORS: --

KING CURESLIME

HP: 150 EXP: 384 GOLD: 300 MAP SECTORS: --

MIMIC

HP: 190 EXP: 350 GOLD: 48 MAP SECTORS: --

Free Recovery Offered

Enter the small building near the exit of Mamon Mine to find a magical fountain that can restore the party's HP and MP to their maximum levels.

INTO THE CRYPT

Enter the main temple area and cross the large room to the doorway on the north side. Collect the items from the chests in this area (particularly the **2480 gold coins** in the chest in the northwest corner) and locate the stairs in the south end of the area. Walk along the balcony to the southeast corner and descend to the main floor.

The flame near the chest to the north never relinquishes its position as long as Estark is alive, so the party cannot raid the chest until after defeating the boss in this area. Locate the stairs to the west and ascend the two flights to 3F-1. Defeat the two cheater cheetahs and rhinocerex, heal the party, and prepare for battle.



BOSS BATTLE

Estark

HP	EXP	GOLD
2700	15000	0

Recommended Status & Equipment

CHARACTER	LEVEL	WEAPON	ARMOR	SHIELD	HELM	ACCESSORY
Hero	27	Liquid metal sword	Zenithian Armour	Zenithian Shield	Zenithian Helm	Mercury's bandana
Ragnar	27	Dragonsbane	Dragon mail	Dragon shield	Iron mask	Strength ring
Maya	26	Somatic staff	Robe of serenity	--	Golden tiara	Prayer ring
Alena	29	Fire claw	Magical skirt	--	Golden tiara	Ruby of protection

Estark attacks!

Estark exhales a chilly breath!

Depending on the party configuration, consider using the hero as the dedicated healer and use a magic-wielder's powerful spells to inflict as much damage as possible. Cast Sap at the start of the fight to lower Estark's defense, then have a magic user cast Frizzle each turn while Alena and Ragnar attack with their physical attacks. Use the hero's Midheal and Fullheal spells to keep the other three combatants alive. Exit the tomb and collect the **gas canister** from the chest on the pedestal. Fight back through the area to the magical fountain where the party can recover, then Evac from the dungeon. Return to nearby Havre Léon to save your progress.

The enormous beast known as Estark has far more HP than any of the monsters encountered thus far. Estark attacks with a pair of enormous golden swords, a powerful chilly breath magic attack, and an emission of light that does a minimum of 40 HP worth of damage to all party members. It's not uncommon for Estark to attack twice per turn, so make sure each party member is above 75 HP if possible.

Maya casts Frizzle!

WALKTHROUGH

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The Chosen, Part 9

THE KINGDOM



The areas left to be explored have never been seen by human eyes. Instead, they are the places of legend...and nightmare. The first such place is El Forado, the mythical town at the base of the Great World Tree that lies within a desolate sea of sand surrounded by impenetrable mountains. Another place is a tiny reef-ringed island in the middle of the ocean—a non-descript speck of land whose outward appearance belies its true secrets. These are the places that hold the key for the hero's quest to ascend to Zenithia and to finally defeat Psaro the Manslayer and save the human race.



HERO'S QUEST

- Return to Riverton with the gas canister and give it to the old man in exchange for the balloon.
- Fly to El Forado and locate the Zenithian Sword and the fallen Zenithian, Orfiela.
- Land on the isolated island and speak with the people of The Azimuth to learn more about Zenithia.
- Search for the baron's bugle at Baron's Folly.
- Climb the Stairway to Zenithia once the hero acquires a full set of Zenithian Equipment.
- Return Orfiela to her home in Zenithia and speak with the Zenith Dragon. Allow Sparkie into the party.
- Proceed through the Doorway to Nadiria to enter the underworld.
- Exit the Doorway to Nadiria and descend the Nadiria Watchtower to the poisoned ground below.
- Meet the Zenithian at Heaven's Haven and save your progress.
- Defeat the four monsters serving as barriers to Psaro's Castle Nadiria.
- Fight through the massive Castle Nadiria to the inner sanctum of the underworld.
- Play the baron's bugle to summon the wagon and defeat Psaro the Manslayer at Psaro's Peak.



MONSTERS OF THE FIELD

SKELETON SWORDSMAN

HP	EXP	GOLD	MAP SECTORS
52	53	54	A

HP	EXP	GOLD	MAP SECTORS
7	30010	20	B

RATATAATTACK

HP	EXP	GOLD	MAP SECTORS
35	43	18	A

CURESLIME

HP	EXP	GOLD	MAP SECTORS
60	68	43	C

VAMPIRE BATTLER

HP	EXP	GOLD	MAP SECTORS
38	36	24	A

LETHAL ARMOUR

HP	EXP	GOLD	MAP SECTORS
64	120	58	C

METAL SCORPION

HP	EXP	GOLD	MAP SECTORS
42	59	38	A

TEAKY MASK

HP	EXP	GOLD	MAP SECTORS
150	485	52	C

FEATHERWEIGHT

HP	EXP	GOLD	MAP SECTORS
52	50	51	A

PICKEERER

HP	EXP	GOLD	MAP SECTORS
140	573	172	C

MUSHROOM MAGE

HP	EXP	GOLD	MAP SECTORS
43	45	30	A

FLOAT-O-COPIER

HP	EXP	GOLD	MAP SECTORS
153	582	316	C

JOOJOO GOOROO

HP	EXP	GOLD	MAP SECTORS
130	477	146	B

SWINGRE

HP	EXP	GOLD	MAP SECTORS
380	1094	53	C

GRIM KEEPER

HP	EXP	GOLD	MAP SECTORS
250	585	73	B

PRINCE OF DARKNESS

HP	EXP	GOLD	MAP SECTORS
200	684	226	C

OGRE

HP	EXP	GOLD	MAP SECTORS
210	391	65	B

DRAGOONER

HP	EXP	GOLD	MAP SECTORS
300	740	169	C

BULLION

HP	EXP	GOLD	MAP SECTORS
200	447	92	B

EMPEROR WYVERN

HP	EXP	GOLD	MAP SECTORS
400	786	254	C

NIGHT EMPEROR

HP	EXP	GOLD	MAP SECTORS
220	495	144	B

NIGHT RIDER

HP	EXP	GOLD	MAP SECTORS
300	1678	20	C

Riverton

Suggested Level: **28**

Locked Doors



None



None



None

Dreaming of Rose

A monster mentioned bad news concerning Rose after the battle with Estark. Head to Rosehill and talk to the dwarf outside the tower to learn about what happened to her. He tells the hero that the humans took her away. This will no doubt anger Psaro the Manslayer! Get insight into what exactly happened by spending the night at the Strathbaile inn.



OBTAINTHE HOT AIR BALLOON

Return to the old man in the house in the southeast corner of Riverton and give him the gas canister. He promises to have something for your efforts the next day, so spend a night at the inn to make the time pass faster. Return to the man to receive the **balloon**. Now the hero's party can travel high above the ground—and mountains—and go anywhere on the planet! The balloon can continue to drift in whatever direction it's currently traveling without stopping. Press the A Button to make it land.

THE CHOSEN



An Opportunity to Level Up

The battles start to get much tougher, so use the balloon to return to the area southeast of Femiscyra Castle to hunt the liquid metal slimes. Although some of them run away before you can defeat them, those that stick around yield 10,050 experience. Liquid metal slimes tend to appear most commonly in the later afternoon, as the sun sets.



El Forado

Suggested Level: **30**

Locked Doors



None



None



None



SHOP GUIDE



Armour Shop

ITEM	COST	DEF	WONG (M)	HERO (F)	RAGNAR	ALENA	BORYA	KRIVL	TIRHEND	MAYA	MEENA
Power shield	13000	+40	X	X	X	--	--	X	X	--	--
Flowing dress	15000	+43	--	--	--	--	X	--	--	X	X



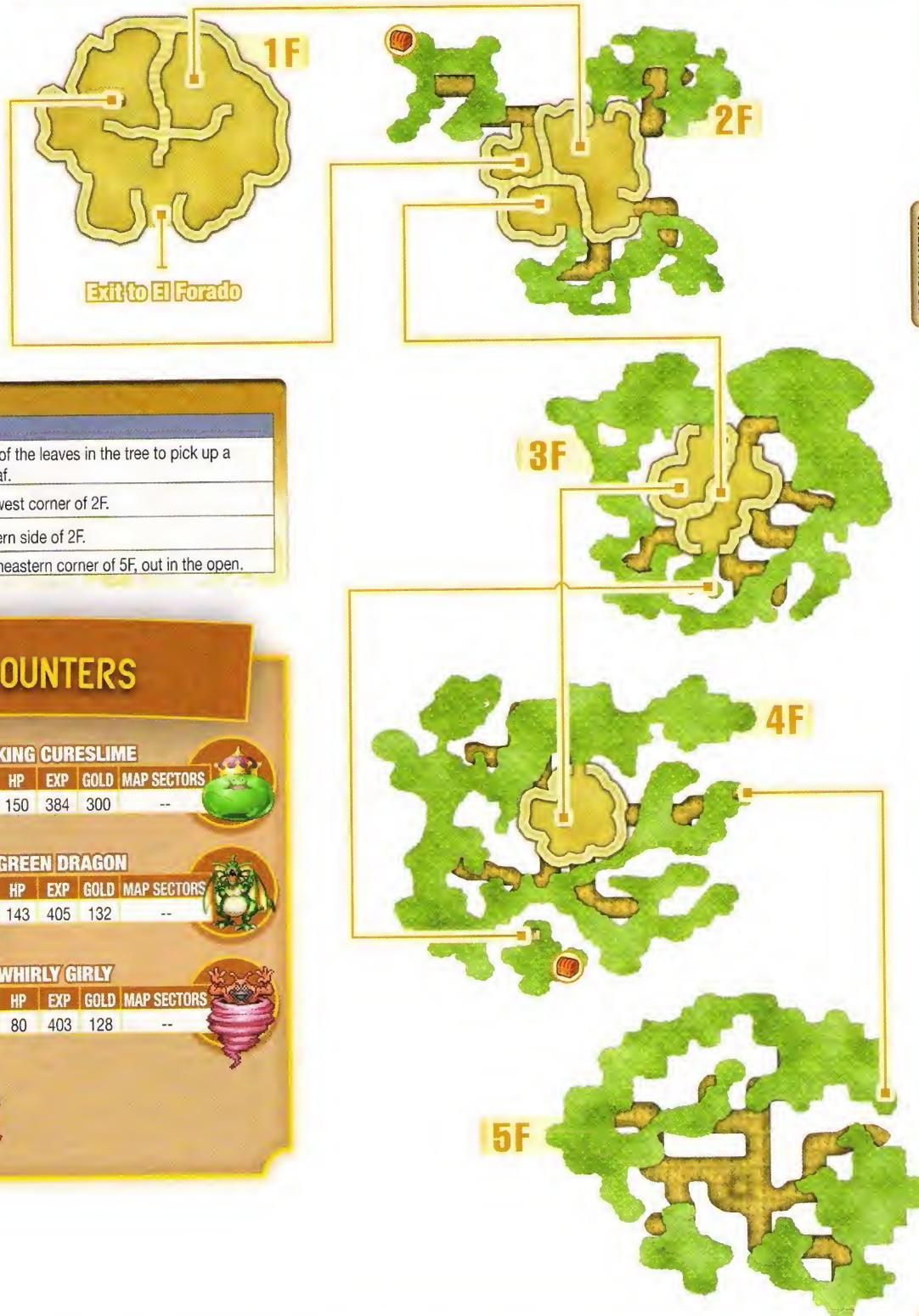
THREE'S A PARTY

Use the treasure map to mark an "X" on the map where there is rumored to be a secret treasure, then pilot the balloon over the mountains near Parthenia to reach this secluded area. Put the balloon down near the large tree in the center of the desert and speak to the women in the village of El Forado. They inform the hero that he can only go up in the Great World Tree with a party of three, so reconfigure the party line-up accordingly, recover at the inn, and enter the tree. One suggested trio to use is the hero, Ragnar, and Kiryl, but the choice is up to you.



Great World Tree, Yggdrasil

Suggested Level:	30
Locked Doors:	
	None
	None
	None



Item List

CONTAINER	ITEM	NOTE
None	Yggdrasil leaf	Inspect any of the leaves in the tree to pick up a Yggdrasil leaf.
	Staff of salvation	In the northwest corner of 2F.
	Yggdrasil dew	On the eastern side of 2F.
None	Zenithian Sword	On the southeastern corner of 5F, out in the open.

FIRST ENCOUNTERS

PODOKESAURUS

HP	EXP	GOLD	MAP SECTORS
114	270	81	--

KING CURESLIME

HP	EXP	GOLD	MAP SECTORS
150	384	300	--

FREEZE FLY

HP	EXP	GOLD	MAP SECTORS
90	261	151	--

GREEN DRAGON

HP	EXP	GOLD	MAP SECTORS
143	405	132	--

FUDDLESTICK

HP	EXP	GOLD	MAP SECTORS
90	261	99	--

WHIRLY GIRLY

HP	EXP	GOLD	MAP SECTORS
80	403	128	--

MOOSIFER

HP	EXP	GOLD	MAP SECTORS
250	387	122	--

TREE CLIMBING FOR TREASURE

Enter the hollow of the tree and ascend the stairs on the left-hand side to find the **staff of salvation** on a lower branch. Return the way you came and ascend the other stairs, but this time follow the path of tree branches along the south section of 2F to climb the stairs to 3F. Pluck the **Yggdrasil dew** out of the chest on 4F, return to 3F, and walk along the tree branches in a lengthy clockwise loop to reach the stairs on the western side of the tree.



THE CHOSEN

Exit the tree interior to the north and circle around through the branches in a counter-clockwise direction to reach the next set of steps, far to the east. Climb the steps to 5F and approach the injured girl lying in the boughs of the tree. Orifiela is a Zenithian who fell from the sky while trying to pick the leaves of the Great World Tree, Yggdrasil. She needs the party to help her return to Zenithia, her home. Agree to help her in exchange for her assistance in uncovering the path to the castle in the sky.



Orifiela

A secondary character who fights alongside the hero, but is not controlled by the player.

Companion Stats

ATTRIBUTE	RATING	ATTRIBUTE	RATING	ATTRIBUTE	RATING
HP	156	AGI	76	LCK	38
MP	180	RES	38	ATK	95
STR	40	WIS	92	DEF	81



Magic: Fullheal, Kasap, Dazzle

Orifiela is much like an angel fallen from the sky and, as such, should be utilized as a helper and protector, but not necessarily a character gifted in combat. Orifiela aids the party by healing them when wounded and by confusing and weakening opponents. Although she helpfully leads the party to the Zenithian Sword and to the Stairway to Zenithia, it's important to replace her in the active line-up as soon as possible, both for her protection and for the strength of the party.

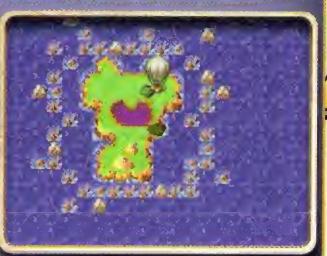


Loop around the treetop in a counter-clockwise direction to the southeast corner to find the **Zenithian Sword**. Cast Evac to exit the tree and use the inn in El Forado to recover the party's HP and MP before setting forth for the Stairway to Zenithia.



Uncharted Islands

You may have noticed a reef-ringed island in the middle of the ocean that was impossible to reach by ship. This is the island you must use the hot air balloon to reach. Float across the ocean and put the balloon down on this mysterious island.



The Azimuth

Suggested Level:	31
Locked Doors	
	None
	None
	Ultimate key x1



WALKTHROUGH

Item List

CONTAINER	ITEM	NOTE
	Mini medal	Inside the house in the northeast corner.
	Mini medal	Inside the house in the northwest corner.

SHOP GUIDE

Armour Shop			HERO	HERO (F)	RAGNAR	ALINA	POVYA	KIRYL	TORREN	MAYA	MEENA
ITEM	COST	DEF									
Iron mask	3500	+25	X	X	X	--	--	--	--	--	--
Dragon shield	7100	+30	X	X	X	--	--	--	--	--	--
Magic vestment	4400	+35	--	--	--	--	--	X	--	--	X
Dragon mail	5200	+45	X	X	X	--	--	--	--	--	--
Spiked armour	9800	+50	X	X	X	--	--	--	X	--	--

Item Shop		
ITEM	COST	EFFECT
Medicinal herb	8	Restores a little of one party member's HP.
Antidotal herb	10	Cures a party member of poison.
Holy water	20	Wards off weaker enemies for a short term.
Chimaera wing	25	Can be used to return to any previously-visited location.
Moonwort bulb	30	Cures a party member of paralysis.
Musk	150	Its scent will attract monsters for a while until it runs out.

GATEWAY TO THE DIVINE SKY

Visit the town known simply as The Azimuth and speak with the injured Zenithian in the house in the northwest corner. She instructs the hero to ascend to Zenithia and meet with the Zenith Dragon at once. Save your progress at the church and speak to all the citizens here, particularly the prophet on the altar, to learn more about Zenithians and the underworld known as Nadiria. Purchase the spiked armour for Ragnar and exit the town. Journey eastward to the small shrine in the clearing.



Big Game Hunting

This three-lobed island contains an extremely skittish creature known as the metal king slime. This massive gray slime seldom sticks around in battle for extended periods of time, but those lucky enough to slay one receive 30,010 experience for their effort. Spend some time in the area east of The Azimuth to see if you can kill one or two of them.

Baron's Folly

Suggested Level: **31**

Locked Doors



None



None



None

Item List

CONTAINER	ITEM	NOTE
	Baron's bugle	In the walled-off area on B2F.
	Goddess ring	Deep in the basement on B3F.

Explore in Peace

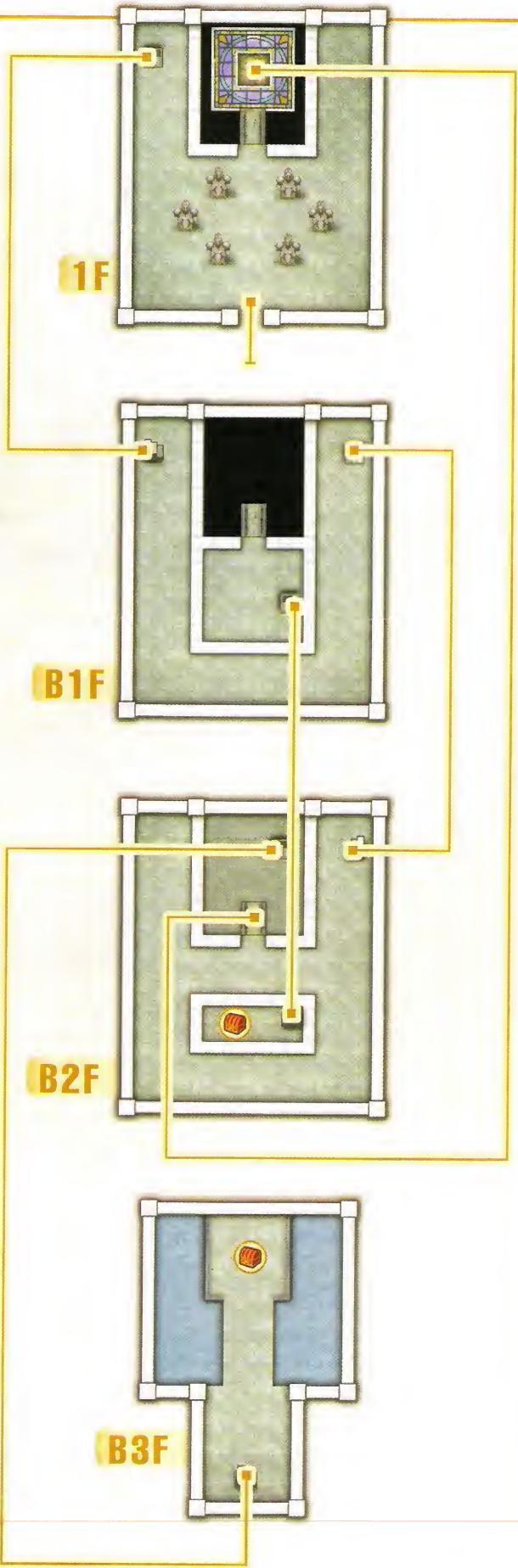
THE CHOSEN

Baron's Folly is devoid of monsters, so don't worry about your party's HP or MP levels. Enjoy the ability to wander about the shrine without fear of attack.

A PUZZLING LAYOUT

The position of the large stained-glass elevator limits the areas where the party can go inside Baron's Folly. Begin the exploration of the area by riding the elevator down to B2F; just step on the switch in the center of the lift to do so. Exit the elevator and climb the stairs back to 1F. Once there, leap off the ledge to land atop the elevator on B1F and use the stairs to obtain the **baron's bugle**.

Return the way you came and ride the elevator back to the uppermost floor. Descend the stairs to B3F to obtain the **Goddess ring**, then exit the shrine. Return to The Azimuth to recover and save your progress, then continue south.

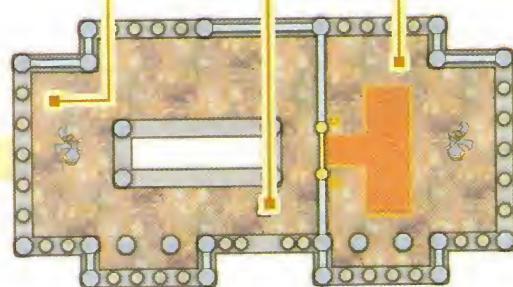
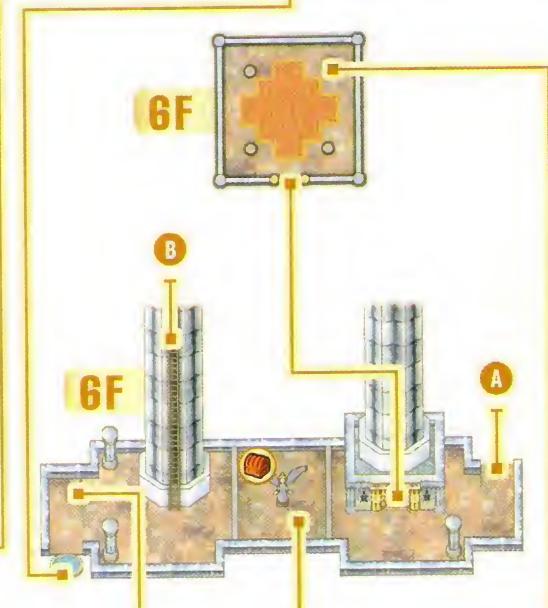
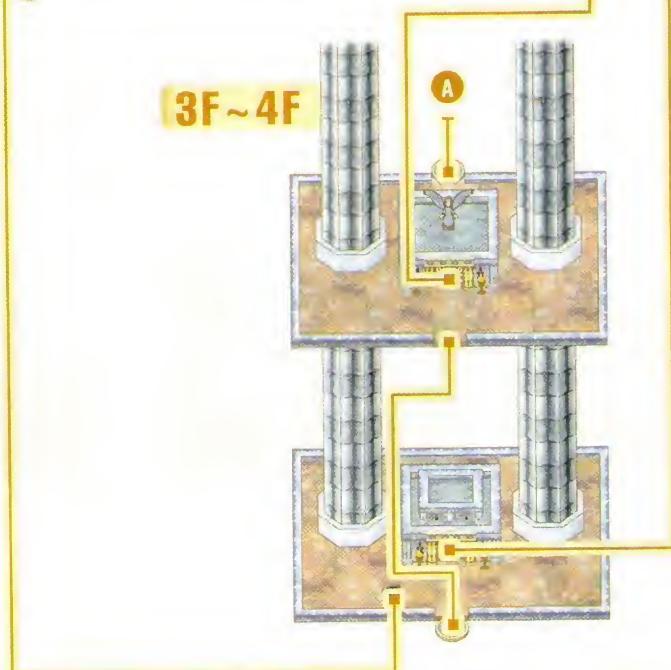
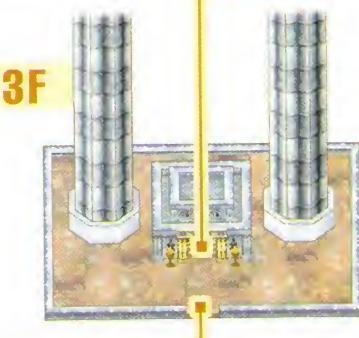
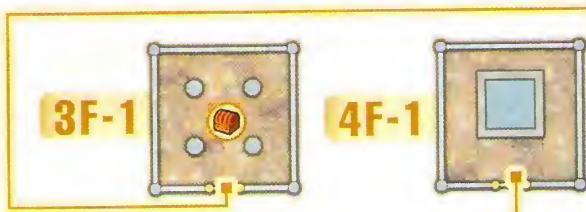
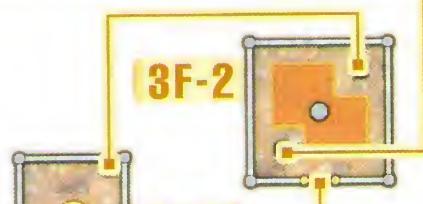
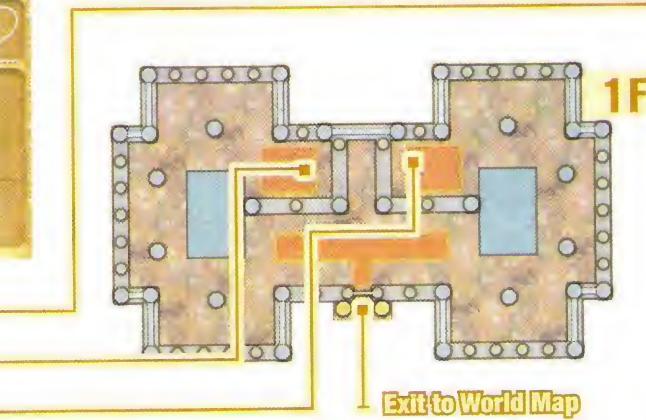
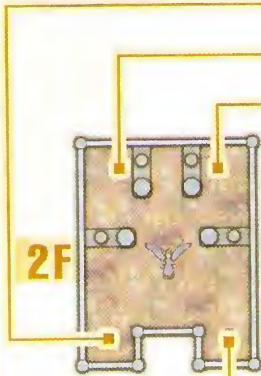


Stairway to Zenithia

Suggested Level: 32

Locked Doors

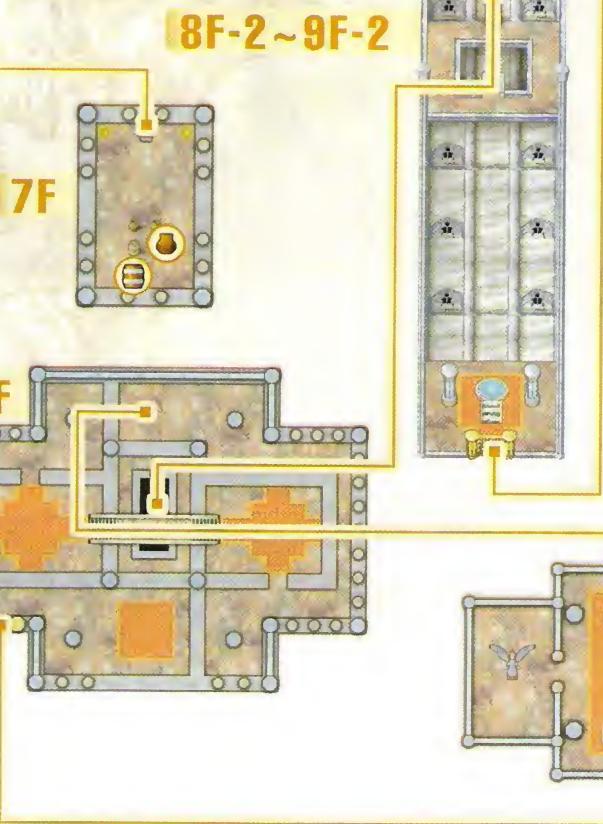
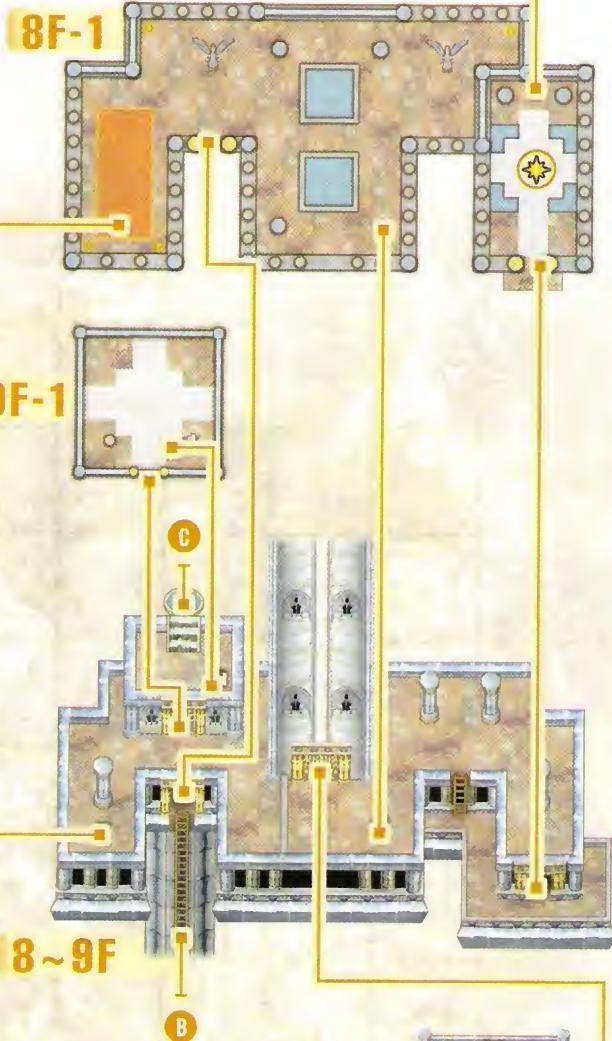
None	None	None



WALKTHROUGH

Item List

CONTAINER	ITEM	NOTE
	Glombolero	Enter the central room on 3F to reach the chest inside 3F-1.
	Dragon shield	Follow the stairs in the southwest corner of 2F to reach 4F-2.
	Yggdrasil dew	Near the large statue in the center of 6F.
	Mini medal	In the eastern room on 8F-1.
	Mini medal	Descend the stairs from the eastern side of 8F-1 to reach 7F.
	Seed of strength	Descend the stairs from the eastern side of 8F-1 to reach 7F.
	Kerplunk bracer	Inside the south section of 10F, reachable via the lift from 9F.



FIRST ENCOUNTERS

SLIME

HP EXP GOLD MAP SECTORS

8

1

2

--

BONE BARON

HP EXP GOLD MAP SECTORS

146

543

139

--

LOST SOUL

HP EXP GOLD MAP SECTORS

40

20

28

--

DROOLING GHUL

HP EXP GOLD MAP SECTORS

134

448

63

--

LIQUID METAL SLIME

HP EXP GOLD MAP SECTORS

5

100

5

10

--

ABULLDDON

HP EXP GOLD MAP SECTORS

250

670

205

--

RHINOCEREX

HP EXP GOLD MAP SECTORS

220

655

150

--

HOT DOG

HP EXP GOLD MAP SECTORS

165

515

205

--

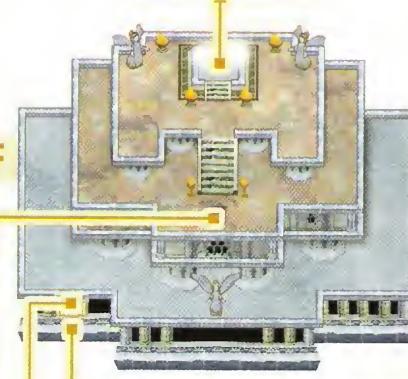
CLIMBING TO THE SKIES

Enter the Stairway to Zenithia on 1F and immediately climb to 2F to use the stairs in the southeast corner to reach 3F. Collect the **glombolero** from the chest inside the room, and then ride the circular blue platform up to 4F. Continue the ascent via the blue platform on the north side of the tower and ride it up to 6F.



Exit to Zenithia

10~11F





Enter the room at the base of the column on 6F and descend to 5F. Unlock the door to the west and climb the nearby stairs to collect the **Yggdrasil dew** on 6F. Return to 5F and use the stairs in the northwest corner to return to 6F. Once there, climb the ladder on the western column to reach 8F.

Cross the exterior of 9F to the east and descend the ladder to reach 8F and enter the room to find a **mini medal**. Descend to 7F and smash the jars and barrels to find additional items, including another **mini medal**. Return to 9F and ride the blue platform in the northwest corner up

to 10F. Enter the tower there, acquire the **kerplunk bracer** from the chest, and cross the bridge over the central section to continue the ascent to 11F. Step onto the platform atop the Stairway to Zenithia to prove you are the chosen one to advance into the heavens.



Zenithia



Item List		NOTE
CONTAINER	ITEM	
	Mini medal	Near the small garden on the east side of Zenithia, near the church.
	Mini medal	Inside the bedroom area in the center of the palace.

MEET THE ZENITH DRAGON

Ride the cloud into the sky to reach the castle of Zenithia. Visit the church on the eastern side of the castle to find the **mini medal** near the garden.

Orifielda leaves the party now that she's back home, but her seat in the wagon won't be empty for long—find her near the garden outside the church to receive her dragon pup, Sparkie, as a thank you for helping her get home.



Guide the party to the western side of the castle and speak to the creature in the small room with the planters to receive some **Yggdrasil dew**. Continue exploring the castle (be sure to have the books in the library read to you) and go up the stairs in the center to speak with the Zenith Dragon. He not only provides some guidance in the hero's quest, but even grants the hero an additional 20,000 experience. Best of all, the Zenithian Sword has been imbued with the power of the Zenith Dragon and now possesses +110 ATK power!



Sparkie

A secondary character who fights alongside the hero, but is not controlled by the player.



Companion Stats

ATTRIBUTE	RATING	ATTRIBUTE	RATING	ATTRIBUTE	RATING
HP	258	AGI	35	LCK	20
MP	0	RES	17	ATK	195
STR	195	WIS	6	DEF	160

Magic: N/A

Sparkie is but a harmless dragon pup at first glance, but his ability to fight monsters should not be underestimated. Although Sparkie knows no magic nor has any weapons or armor, he more than holds his own in battle, and his tremendously high HP and strength ratings help to keep him alive in the toughest of fights. Sparkie does have a few innate skills such as his chilly breath and sweet breath attacks that he can use against groups of enemies, but his fighting style is varied and unpredictable.

Leave the Zenith Dragon to his throne and return to the area where the party gained Sparkie. Exit the castle through the door and jump through the hole in the clouds to find a direct entrance to the underworld of Nadiria. The hero's party (with the wagon in tow) successfully lands just outside the cave surrounded by mountains in the northwest corner of the island.

Doorway to Nadiria

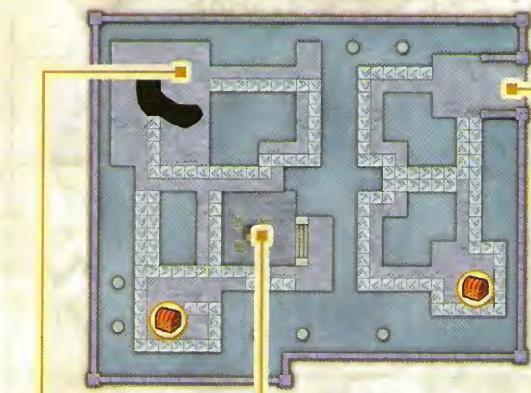
Suggested Level: 32

Locked Doors



None	Magic key x2	None

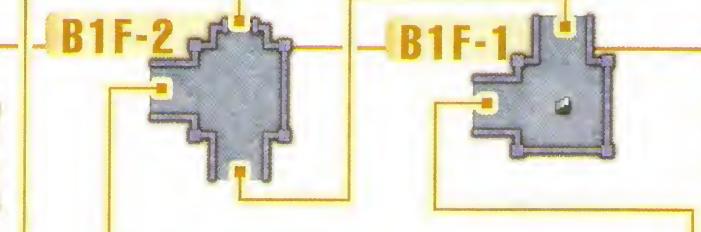
THE CHOSEN



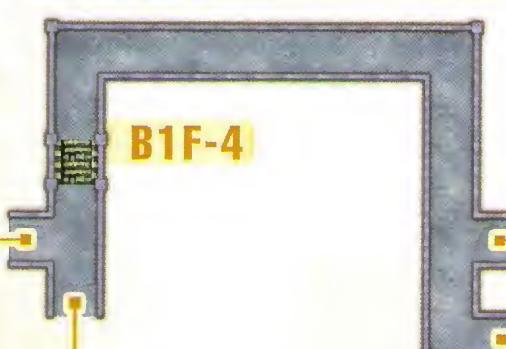
B1F-3

B1F-2

B1F-1



B1F-4

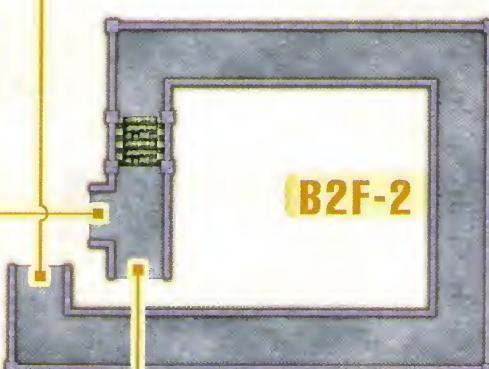


B2F-1

B2F-2

B3F-2

B3F-1

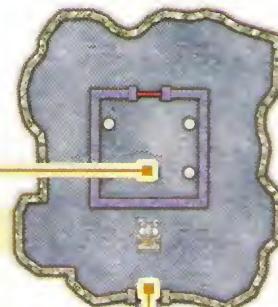


B4F



B5F

B6F



To Nadiria Watchtower

Item List

CONTAINER ITEM	NOTE
Shimmering dress	Continue north from the entrance to B1F-3.
Mini medal	In the southeast corner of B2F-1.
Hela's armour	In the southwest corner of B2F-1.
Thalian staff	In the northern corner of B3F-1.
Mimic	In the southeastern corner of B3F-1.
3280 gold coins	In the center of B3F-1, reachable from stairs on B2F-1.
Seed of life	In the center of B3F-1, reachable from stairs on B2F-1.
Seed of strength	In the center of B3F-1, reachable from stairs on B2F-1.
Seed of agility	In the center of B3F-1, reachable from stairs on B2F-1.
Mighty armlet	Use Safe Passage to reach it in the northwest corner of B4F.
Flowing dress	Use Safe Passage to reach it in the south side of B4F.
Seed of magic	On the floor of B5F, near the stairs leading down to B6F.

FIRST ENCOUNTERS

DROOLING GHOUl

HP	EXP	GOLD	MAP SECTORS
134	448	63	--



SASQUASH

HP	EXP	GOLD	MAP SECTORS
250	589	99	--



DAMSELFLY

HP	EXP	GOLD	MAP SECTORS
123	615	390	--



VIS MAGER

HP	EXP	GOLD	MAP SECTORS
900	1232	112	--



ABULLDDON

HP	EXP	GOLD	MAP SECTORS
250	670	205	--



DEMONSPAWN

HP	EXP	GOLD	MAP SECTORS
180	586	247	--



BEELZEBUZZ

HP	EXP	GOLD	MAP SECTORS
250	570	123	--



NIGHT CLUBBER

HP	EXP	GOLD	MAP SECTORS
330	1023	137	--



RED DRAGON

HP	EXP	GOLD	MAP SECTORS
167	603	215	--



MIMIC

HP	EXP	GOLD	MAP SECTORS
190	350	48	--



INTO THE DARKNESS

Enter the cave and head north to find the **shimmering dress** for Alena. Head west to B2F-1 and collect the **mini medal** by sliding along the arrow-shaped tiles furthest to the east inside the room. Exit the way you came and continue through B2F-2 and B3F-1 to the stairs leading back up to B2F-1. Walk south around the large hole in the floor and slide along the west-most tiles to the chest in the corner of the room. Take the stairs in the center down to the small room on B3F-1 that contains the four chests and descend the stairs to B4F.



Use the raft on B4F together with the Safe Passage spell to collect the **mighty armlet** and **flowing dress**, then float to the eastern platform and descend the stairs. Continue through the following corridors to the exit on B6F.



WALKTHROUGH

Nadiria Watchtower

Suggested Level: **33**

Locked Doors



None Magic key x1 None

Item List

CONTAINER	ITEM	NOTE
	Seed of life	On the north side of the crack in 3F.
	Mirror shield	On the south side of the crack in 3F.

THE CHOSEN

FIRST ENCOUNTERS

SLIME

HP	EXP	GOLD	MAP SECTORS
8	1	2	--

RED DRAGON

HP	EXP	GOLD	MAP SECTORS
167	603	215	--

LIQUID METAL SLIME

HP	EXP	GOLD	MAP SECTORS
5	10050	10	--

SASQUASH

HP	EXP	GOLD	MAP SECTORS
250	589	99	--

ABULLDDON

HP	EXP	GOLD	MAP SECTORS
250	570	123	--

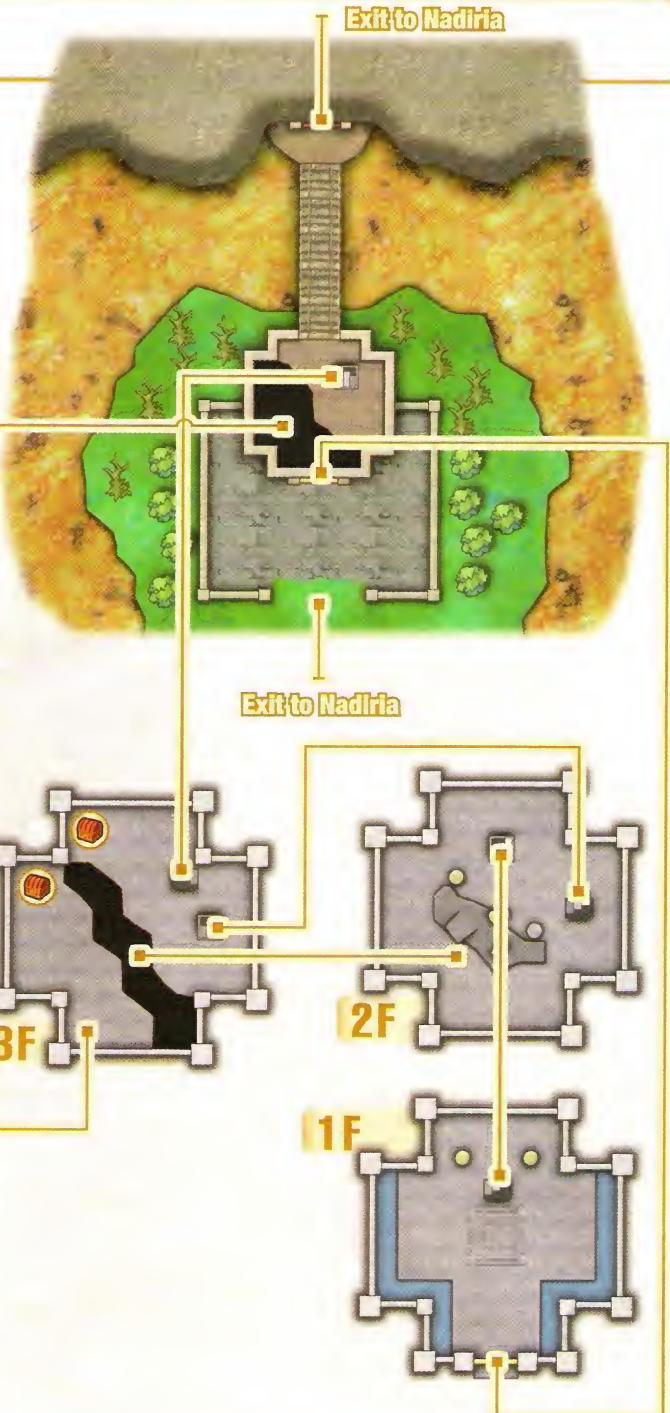
DEMONSPAWN

HP	EXP	GOLD	MAP SECTORS
180	586	247	--

DROPPING THROUGH THE CRACK



The party emerges from the cave on a suspension bridge leading to a watchtower filled to the rim with monsters. Ignore the stairs on the right and, instead, drop through the crack in the top of the tower to get the **mirror shield** on 3F. Drop through the crack on that floor to reach 2F, then scamper back up the stairs to 3F to collect the **seed of life**. Descend to 1F and exit the tower through the door on the south side of the building.



Sands of Time

It's been quite a while since you last had a chance to save your progress, plus your party may be getting a bit weak. Just remember that you can switch out party members in the middle of a battle as long as you have the wagon. You can even use the sands of time to reverse time during a battle. Doing so allows you to start the battle over again and creates an opportunity to do things a bit differently.



Heaven's Haven

Suggested Level: 33

Locked Doors



None



None



None

A MOMENTARY RESPITE

Head south from the Nadiria Watchtower to reach the shrine in the distance. A Zenithian stands watch over this singular place of beauty in an otherwise blighted landscape of Nadiria. She speaks of four barriers that must be pierced—one in each corner of Nadiria—in order for the hero to advance to a final showdown with Psaro the Manslayer. This messenger ultimately heals the party and provides an opportunity to save your progress.



Nadiria

Suggested Level: 34

Locked Doors



None



None



None

Item List

CONTAINER	ITEM	NOTE
	Zombie mail	On the third floor of the tower in the northeast corner.

DROPPING THE FOUR BARRIERS

The area known simply as Nadiria has a large castle in the center that is protected by four magical barriers. These barriers can be destroyed by defeating each of the four bosses that are in the shrines and towers scattered across the periphery of Nadiria. The same tactics can be applied for all four encounters; take comfort in knowing that each of the three shrines and the one tower are small and easy to navigate.

Barrier Breaking Order

We recommend defeating the four bosses in the following order: southeast shrine, southwest shrine, northwest shrine, and northeast tower. Return to Heaven's Haven after each battle to recover and save your progress.



WALKTHROUGH



Rashaverak x3

HP
450EXP
1020GOLD
300

(southeast shrine)

Pruslas

HP
2300EXP
4100GOLD
250

(southwest shrine)

Barbatos

HP
3300EXP
5500GOLD
0

(northwest shrine)

Aamon

HP
1600EXP
6300GOLD
0

(northeast tower)

Recommended Status & Equipment

CHARACTER	LEVEL	WEAPON	ARMOR	SHIELD	HELM	ACCESSORY
Hero	34	Zenithian Sword	Zenithian Armour	Zenithian Shield	Zenithian Helm	Bunny tail
Ragnar	35	Miracle sword	Spiked armour	Mirror shield	Iron mask	Strength ring
Kiryl	34	Magma staff	Glombolero	Power shield	Iron helmet	Goddess ring
Borya	32	Somatic staff	Cloak of evasion	Scale shield	Leather hat	Gold bracer

Most of these creatures attack with a combination of fire-based magic and physical attacks. One way to counter their aggressiveness is to use a combination of physical and lightning- and ice-based attacks. Use Kiryl to Buff and heal the party, while Borya uses his Sap spell to lower the defense of the monster. Also, use Borya's Oomph spell to double the attack power of Ragnar and the hero. The hero's Zap and Kazap spell are effective, as is Borya's Kacrackle spell.



Although the same tactics can be applied to each battle, there are a few things to remember. For starters, the Rashaveraks may call for backup, so use Kazap and Kacrackle to inflict massive damage to all enemies at once. Another tip is to combine the effects of Sap and Oomph when fighting Barbatos to inflict as much damage as possible with each swing of the sword. Lastly, Aamon frequently casts Bounce to reflect spells back at the party. Use the Zenithian Sword as a tool to remove this enchantment before casting Kazap or Kacrackle, or else the hero and Borya will suffer the damage meant for Aamon.

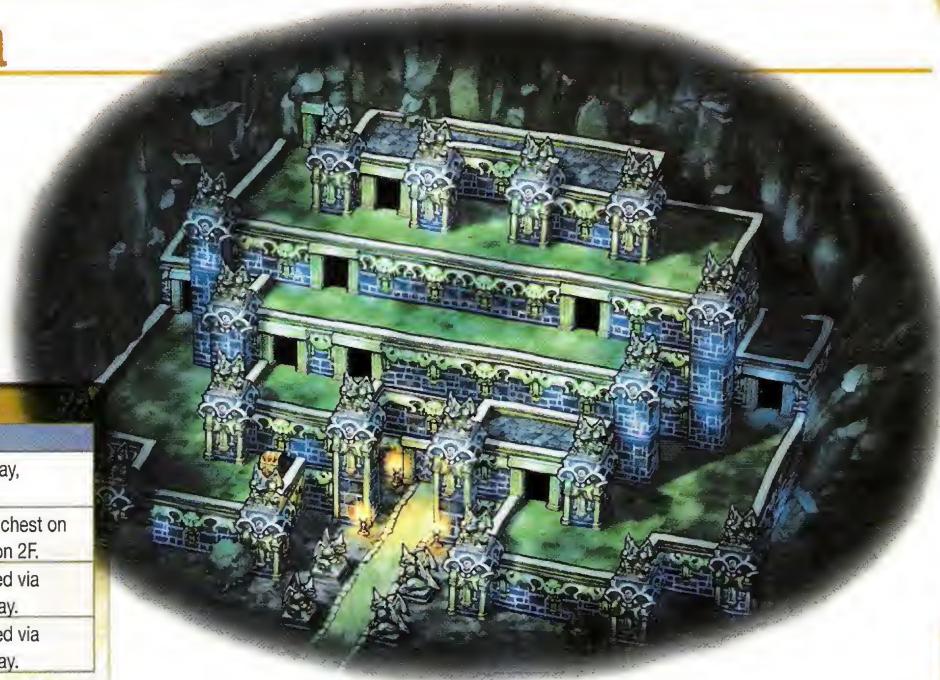


Castle Nadiria



Item List

CONTAINER	ITEM	NOTE
	Sage's stone	On the southwest exterior walkway, accessible from stairs "D" on 2F.
	Mini medal	Use Safe Passage to access the chest on 1F-2 from the stairs near the lift on 2F.
	Yggdrasil leaf	In a small room on 4F-3, accessed via doorway from the outside walkway.
	Lightning staff	In a small room on 4F-3, accessed via doorway from the outside walkway.



FIRST ENCOUNTERS

DROOLING GHUL			
HP	EXP	GOLD	MAP SECTORS
134	448	63	--
TERRACOTTA WARRIOR			
HP	EXP	GOLD	MAP SECTORS
400	693	15	--
VIS MAGER			
HP	EXP	GOLD	MAP SECTORS
900	1232	112	--

CORRIDORS AND STAIRWAYS

Castle Nadiria is by far the most complex dungeon area that the hero and his party have encountered thus far. Not only are the monsters as tough as many earlier boss enemies, but the dozens of doorways, staircases, and multiple elevator lifts make this a very tricky place to explore. Consider the confusing confines of this castle to be the fifth and most challenging barrier erected to protect Psaro.



Enter the castle through the main doorway in the front and walk around the perimeter of the entrance room to the stairs on 1F-1. Use the exterior walkway in the southwest corner to reenter the castle, then proceed to the elevator on the east side of 2F.



Cross the western elevator to the stairs leading up to 4F-1 and exit through the door in the southeast corner marked "C" on the map to collect the **Yggdrasil leaf** and **lightning staff** from the chests in the room on 4F-3. Return to 4F-1 and push the lone statue on the north side of the room aside to reveal a secret room. Cross the series of rooms and stairways beyond this passageway to get the **sage's stone** on the exterior of the castle.

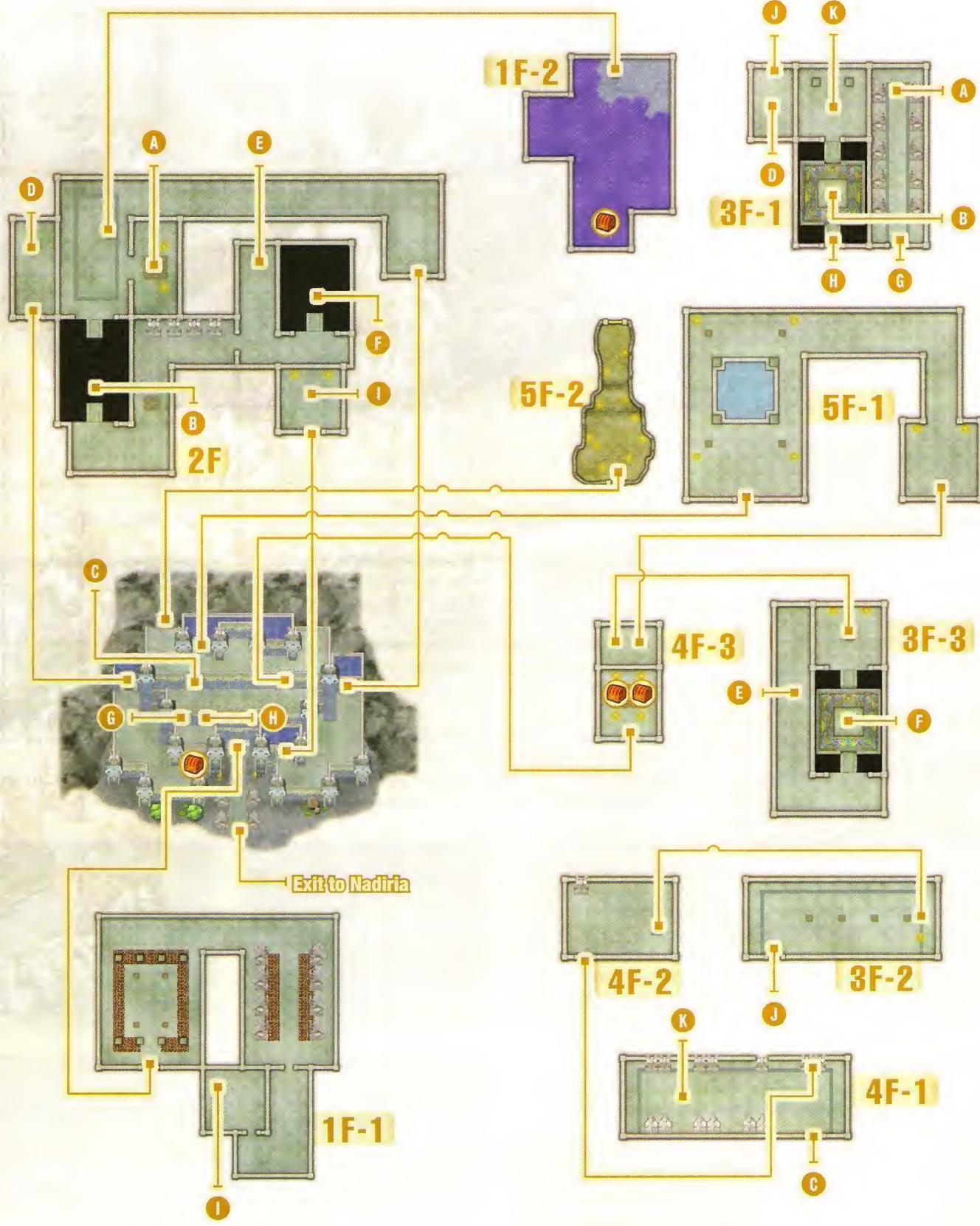


Now it's time to complete the trek through the castle and continue the journey to the final confrontation with Psaro the Manslayer. Ride the easternmost of the two elevators down to 2F and ascend the staircase labeled "E". Cross back over the top of the elevator you just rode to the stairs on the north of it. Follow the path of stairs up to 5F-1. Continue around the outside of the castle to the cave entrance in the northwest corner.

Blow That Bugle!

Approach the volcano in the distance beyond Castle Nadiria and use the baron's bugle to call for the wagon. This allows the hero to take his entire party into the final battle against Psaro the Manslayer. Use the party commands during the battle to swap out characters as they become injured or lose MP.





Psaro's Peak

BOSS BATTLE

Psaro the Manslayer



HP EXP GOLD

N/A

N/A

N/A



Recommended Status & Equipment

CHARACTER	LEVEL	WEAPON	ARMOR	SHIELD	HELM	ACCESSORY
Hero	35	Zenithian Sword	Zenithian Armour	Zenithian Shield	Zenithian Helm	Mighty armlet
Ragnar	36	Miracle sword	Spiked armour	Mirror shield	Iron mask	Kerplunk bracer
Kiryl	36	Miracle sword	Glombolero	Power shield	Iron helmet	Goddess ring
Borya	34	Somatic staff	Cloak of evasion	Scale shield	Leather hat	Kerplunk bracer

The battle against Psaro the Manslayer consists of seven slightly different phases. Psaro starts the fight as a red-colored demon similar in form to Estark. As the battle rages, he loses his arms, then ultimately transforms into a disfigured green monstrosity. Although Psaro's attacks vary somewhat from one phase to the next, don't adjust your battle plan.

Kiryl does an adequate job of keeping the party's defenses up and healing everyone, so allow him to do his part in the party. Consider using Borya to cast Sap and Oomph to increase the effectiveness of the hero's and Ragnar's attacks. Maya's Kafizzle attack is also extremely effective against Psaro, so substitute her into the party after Borya casts his enhancement spells.

WALKTHROUGH

Take control of Kiryl and use his Multiheal spell (and the hero's Omniheal spell) to keep the party in tip-top shape. Watch Kiryl's MP levels and swap him for Meena if necessary, as she has many of the same healing spells. The battle gets much tougher during the final two phases—after the green form of Psaro sprouts longer legs—so have the sage's stone, Yggdrasil dews, and any Yggdrasil leaves ready for use!

Psaro gradually switches from a physical-based attack plan to one that utilizes spells like Sizzle and Cracke. He eventually relies on a bevy of blistering flame and hot gas attacks, so make sure the party has armor that reduces the damage caused by fire. Lastly, Psaro eventually attempts to protect himself with Bounce or other similar status effects, so remember to use the Zenithian Sword as a tool to remove those effects before having Maya lob another giant fireball his way!



Psaro the Manslayer attacks!



Psaro autotomises his arm!



Borya casts Sap!



Psaro the Manslayer burps up hot gas!

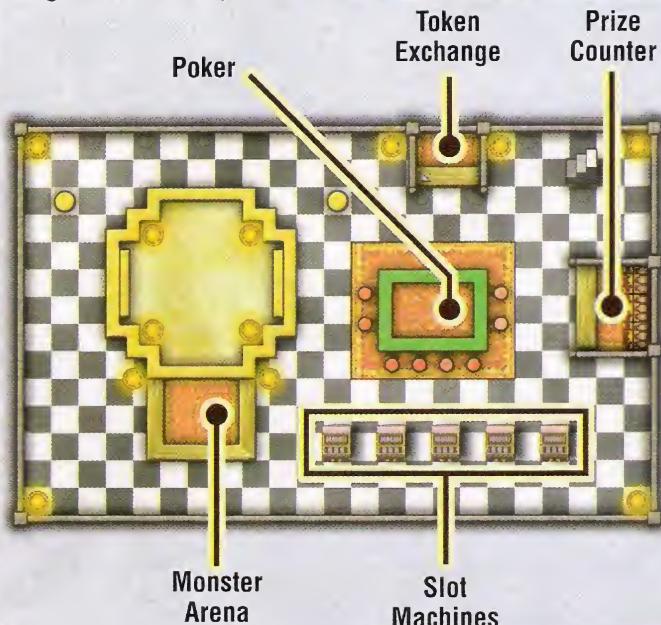


A bright light shines on Psaro the Manslayer!

Side Quests & Mini-Games

Endor Casino

Upon reaching Endor during Chapter 2, locate the casino in the basement of the inn. When you go through Endor in Chapter 3, the casino is vacated and unavailable until after the tunnel has been dug. The casino is open again throughout all of Chapter 5.



Once inside the inn, you can purchase casino tokens at the vending area. You cannot turn tokens back into gold coins, so only buy as many tokens as you need. The cost of tokens varies between the three chapters during which the casino is open. Refer to the following table for the cost of a token. Remember that tokens carry over between chapters!

Token Cost	
CHAPTER	COST PER TOKEN
2	10 gold coins
3	200 gold coins
5	20 gold coins

To trade casino tokens for prizes, just visit the exchange counter (the area with the treasure chests). The following section lists the six prizes, the number of tokens they cost, and the corresponding stats.

MAGIC WATER

COST: 30

EFFECT: Item, restores MP

DESCRIPTION: When used, this item recovers 30-50 MP of one party member.



PRAYER RING

COST: 500

EFFECT: Accessory, restores MP

DESCRIPTION: When used, this accessory recovers 20-30 MP of one party member.



AVAILABLE FOR:

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA	KIRYL	TORNEKO	MAYA	MEENA
✓	✓	✓	✓	✓	✓	✓	✓	✓

GOLD BRACER

COST: 1000

EFFECT: Accessory, defense +5

DESCRIPTION: This accessory increases defense.



AVAILABLE FOR:

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA	KIRYL	TORNEKO	MAYA	MEENA
✓	✓	✓	✓	✓	✓	✓	✓	✓

SPANGLED DRESS

COST: 2500

EFFECT: Armour, defense +40

DESCRIPTION: This dress increases defense for the female party members.



AVAILABLE FOR:

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA	KIRYL	TORNEKO	MAYA	MEENA
--	--	--	✓	--	--	--	✓	✓

METEORITE BRACER

COST: 10000

EFFECT: Accessory, agility doubled

DESCRIPTION: This accessory doubles agility.



AVAILABLE FOR:								
HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA	KIRYL	TORNEKO	MAYA	MEENA
✓	✓	✓	✓	✓	✓	✓	✓	✓

FALCON BLADE

COST: 65000

EFFECT: Weapon, attack +67

DESCRIPTION: This weapon allows the wielder to strike twice in a single turn.



AVAILABLE FOR:								
HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA	KIRYL	TORNEKO	MAYA	MEENA
✓	✓	✓	-	-	-	-	-	-

Slot Machines

There are five slot machines stationed along the wall opposite the casino sign. The payoff is the same for all five machines, but the wheels are different. The following table indicates the payoff for the different winning patterns.

WHEEL PATTERN	PAYOUT
	x5
	x10
	x20
	x50
	x100
	x200
	x500
	x1000



Walk up to a slot machine and press the A Button to play and press Up on the +Control Pad to insert a token(s). You can insert up to five tokens for each play. The more tokens you enter, the more opportunities there are to win. With one token, only the middle row comes into play. With five tokens, you can win with any of the three rows, plus the two diagonals from the top-left to bottom-right and bottom-left to top-right. After entering the desired tokens, press the A Button to make the wheels spin. If you get a winning pattern, you are credited with the winnings that equal the number of tokens multiplied by the winning pattern's payout.



Poker Table

Talk to the gentleman at the poker table to begin a game. The first task is deciding how many tokens you want to gamble on the next hand. You can bet as many as 10 tokens on each hand.



Five cards are dealt out on the table. The object is to make a winning poker hand out of the cards. There are four suits of cards: Crowns, Shields, Slime and Swords. Each suit has 14 different ranks: 2-10, Jack, Queen, King, and Ace. Note that an Ace can be used as the lowest or highest card when making a Straight hand. You can also use Jokers to be whatever card you need them to be to achieve the best hand.



After the cards are dealt, the cards you discard are replaced with new cards. Press the A Button on a card to switch between Discard and Hold. When your hand is set, press the A Button on Deal.



You must end up with one of the following hands (see the following section) to win casino tokens. A Joker can be anything—the computer provides the best possible result. The number of tokens you bet is multiplied by the corresponding payout multiplier.

TWO PAIRS

PAYOUT MULTIPLIER: x1

DESCRIPTION: Two cards of the same rank is a pair. Get two separate pairs to recover your bet.



THREE OF A KIND

PAYOUT MULTIPLIER: x2

DESCRIPTION: Three cards of the same rank doubles your bet.



STRAIGHT

PAYOUT MULTIPLIER: x4
DESCRIPTION: Five cards in successive order, such as 2-6 or 8-10, Jack, Queen. The straight cannot run between the King and 2, such as King, Ace, 2-4. The suit for the five cards doesn't matter.

**FULL HOUSE**

PAYOUT MULTIPLIER: x8
DESCRIPTION: Combine a three of a kind with a pair to get the x8 multiplier.

**STRAIGHT FLUSH**

PAYOUT MULTIPLIER: x20
DESCRIPTION: A straight of five cards with the same suit, except for the highest five ranks.

**ROYAL STRAIGHT FLUSH**

PAYOUT MULTIPLIER: x250
DESCRIPTION: The Royal Straight Flush is a Straight Flush with the five highest rank cards—10, Jack, Queen, King, Ace.



If you get a winning hand, you get a chance to double your winnings, since the dealer asks if you want to play "Double or Nothing." If you choose to play, five cards are placed on the table—the first one appears face up, while the others are face down. Next, you must choose a card from the four that are face down. If it is higher than the one that is face up, then you double your winnings!

FLUSH

PAYOUT MULTIPLIER: x5
DESCRIPTION: Five cards of the same suit where the order doesn't matter.

**FOUR OF A KIND**

PAYOUT MULTIPLIER: x10
DESCRIPTION: Four cards of the same rank multiplies your bet by 10.

**FIVE OF A KIND**

PAYOUT MULTIPLIER: x100
DESCRIPTION: Four cards of the same rank plus a Joker pays a x100 multiplier.

**ROYAL SLIME FLUSH**

PAYOUT MULTIPLIER: x500
DESCRIPTION: Get a Royal Straight Flush in the Slime suit to receive the highest possible payout.



At this point, you can double your new winnings by taking part in a second round of "Double or Nothing." You can double your winnings 11 times, or until your winnings reach 10000. Occasionally, there are times where there are no cards of the four face down that are higher than the first card.



Monster Arena

Talk to the guy behind the counter to view the fight card for the upcoming bout. After viewing the monstrous gladiators, pick the one you think will win and enter the number of casino tokens you wish to bet (up to 50).



*: Here's the line-up for the next fight. Which monster do you want to back?



*: You can bet the tokens you just won on the next fight if you like. What do you say?

If no winner is decided after 10 rounds, the fight is called a draw and your bet is returned. You can press the B Button during a fight to withdraw, but this forfeits your bet.



It is difficult to know who will win each fight, but there are certain monsters that tend to have an edge. Monsters with the following characteristics have a slight advantage. Still, a monster that may appear to have a clear advantage may be the first one out!



- Heal ability.
- High defence, resistant to spells, or has a Buff spell.
- Can keep other monsters from fighting by using spells like Snooze.
- Can attack twice per round.

Monsters can't call for backup during these battles, nor can they flee. If there is no winner after 10 rounds, the match is called a draw and your tokens are returned.

FIGHT CARDS

There are 46 possible fight cards, but you start with only 18 potential fights. As you progress through Chapter 5, more fight cards become available depending on your party members' level.

If you don't like a fight card that appears, back out and talk to the guy again to receive a new one. The following lists the possible fight cards available starting with Chapter 2, including the bet multiplier for each monster. The bet multiplier is shown in parenthesis, where X is between 1 and 9.

Fight Number 01	Bantamweight (x9.X), Flyguy (x1.X), Pteranodon (x5.X)
Fight Number 02	Bedbug A (x5.X), Lugworm (x3.X), Bedbug B (x5.X)
Fight Number 03	Blinkster (x4.X), Splatypunk (x4.X), Vampire bat (x4.X)
Fight Number 04	Bodkin archer (x1.X), Bullfinch A (x13.X), Bullfinch B (x13.X)
Fight Number 05	Erazor blade (x5.X), Pickayune (x3.X), Komodo (x3.X)
With its higher HP and defence, the komodo tends to come out on top of this match most of the time.	
Fight Number 06	Firespirit A (x5.X), Mad mole (x3.X), Firespirit B (x5.X)
Despite having less HP and very little MP, one of the firespirits is a good choice in this fight. Its Frizz spell is very effective against the mad mole.	
Fight Number 07	Flyguy (x5.X), Bodkin archer (x10.X), Crested viper (x8.X), Cyclown (x3.X)
Fight Number 08	Flying doctor A (x10.X), Winky (x1.X), Flying doctor B (x10.X)
The flying doctors can heal and are resistant to each others' fire attack, making one of them a good pick. Deciding which one will win, however, is a matter of luck.	
Fight Number 09	Funghoul (x5.X), Bullfinch (x3.X), Funghoul B (x5.X)
Fight Number 10	Lickspittle (x4.X), Bubble slime (x4.X), Air rat (x4.X)
Fight Number 11	Mischievous mole (x5.X), Wiggly (x11.X), Mouseflap (x1.X)
Fight Number 12	Picksy A (x5.X), Picksy B (x5.X), Picksy C (x5.X), Picksy D (x5.X)
Fight Number 13	Restless armour (x1.X), Armoured scorpion A (x33.X), Armoured scorpion B (x33.X), Armoured scorpion C (x33.X)
Fight Number 14	Skeleton swordsman A (x5.X), Restless armour (x3.X), Skeleton swordsman B (x5.X)
Fight Number 15	Slime (x5.X), Walking stick (x5.X), Scissor beatle (x4.X), She-slime (x4.X)
Fight Number 16	Stump chump (x3.X), Winkster (x5.X), Bagworm (x5.X)
Stump chump has the ability to heal, giving it a clear advantage in this fight.	
Fight Number 17	Thorny devil (x18.X), Metal slime (x1.X), Pteranodon (x18.X), Crested viper (x13.X)
Fight Number 18	Winky (x100.X), Peeker (x100.X), Peeker (x100.X), Winky (x100.X)
Some line-ups won't produce a winner within the 10 round limit—this is one of them.	



The following section details the line-ups available in Chapter 5.

Fight Number 19	Bullfinch A (x4.X), Wimp (x4.X), Bullfinch B (x4.X)
Fight Number 20	Erazor blade (x11.X), Flyguy (x5.X), Killer gila (x5.X), Komodo (x8.X)
Fight Number 21	Featherweight A (x6.X), Metal scorpion (x4.X), Weartiger (x5.X), Featherweight B (x6.X)
The metal scorpion is a decent choice here, since it can attack twice per turn. Still, everything being even, a featherweight could also take this fight.	
Fight Number 22	Frolicker A (x3.X), Venus guytrap (x4.X), Frolicker B (x3.X)
Fight Number 23	Splatypunk (x4.X), Elepus (x3.X), Bedbug (x4.X)

The following line-ups are available once a party member reaches Level 15.

Fight Number 24	Dragon pup (x3.X), Wild beast (x10.X), Flamethrower (x3.X)
Fight Number 25	Featherweight (x1.X), Mushroom mage (x4.X), Whizzard (x7.X)
Fight Number 26	Horny devil (x5.X), Dirty dogu (x3.X), Winkster (x4.X)
The dirty dogu can cast Buff on itself, making attacks against it mostly ineffective. Although the horny devil can damage the dirty dogu with its fire spell, the dirty dogu is the best option.	
Fight Number 27	Infernal armour (x3.X), Dragon pup (x3.X), Powie yowie (x5.X)
Fight Number 28	Mandragore A (x5.X), Bodkin bowyer (x5.X), Imp (x5.X), Mandragore B (x5.X)

The following line-ups are available once a party member reaches Level 25.

Fight Number 29	Lethal armour (x4.X), Hoodoo gooroo (x4.X), Cheater cheetah (x3.X)
Fight Number 30	Picuda A (x4.X), Beleth (x3.X), Picuda B (x4.X)
Fight Number 31	Picuda (x8.X), Humbaba (x5.X), Eoraptor A (x5.X), Eoraptor B (x5.X)
Fight Number 32	Sweaty yeti (x1.X), Pocus poppet A (x9.X), Pocus poppet B (x9.X), Buffalo wing (x7.X)
Fight Number 33	War-rus (x3.X), Bloody blade (x7.X), Octophant (x3.X)
Both the war-rus and octophant can attack twice per turn, making the bloody blade a poor option.	
Fight Number 34	Wild beast A (x3.X), Wild beast B (x3.X), Wild beast C (x3.X)

The following line-ups are available once a party member reaches Level 30.

Fight Number 35	Flamethrower (x5.X), Liquid metal slime (x3.X), Blizzbody (x5.X)
The liquid metal slime has a high defence rating and is resistant to spells, making it a great choice!	
Fight Number 36	Hellion A (x3.X), Hellion B (x3.X), Fiddlestick (x9.X)
Fight Number 37	Lethal armour (x7.X), Flamethrower (x4.X), Cheater cheetah (x1.X)

The following line-ups are available once a party member reaches Level 35.

Fight Number 38	Bullion A (x5.X), Bullion B (x5.X), Bullion C (x5.X)
Fight Number 39	Green dragon (x2.X), Whirly girly (x4.X)
Fight Number 40	Grim keeper (x20.X), Ogre (x1.X)
Fight Number 41	Metal slime (x100.X), Metal king slime (x100.X), Liquid metal slime (x100.X)
The best bet to win this fight is the metal king slime, which has lots of HP. More than likely, though, this fight will end in a draw.	

The following line-ups are available once a party member reaches Level 40.

Fight Number 42	Moosifer (x10.X), King cureslime (x200.X)
Fight Number 43	Red dragon (x2.X), Abulldon (x4.X)
Fight Number 44	Slime (x200.X), King slime (x20.X), King cureslime (x2.X), She-slime (x200.X)
With a much higher HP count, the king slime and king cureslime will likely take out the other slime with ease. King cureslime's heal ability gives him an edge, although the bet multiplier is not nearly as rewarding.	
Fight Number 45	Swingre A (x130.X), Swingre B (x130.X)
Fight Number 46	Voodoo gooroo (x2.X), Terrorflyer (x3.X), Incineraytor (x4.X)

Voodoo gooroo can tip this battle in his direction by using his Sweet Breath. If the others dodge the attack, though, it's anyone's fight.

Mini Medals

As you progress through the game, be on the lookout for mini medals. Search for them inside drawers, chests, and clay jars. During Chapter 5, you will find King Minikin on a small island in the far northeast. You can exchange the mini medals with him for rewards.

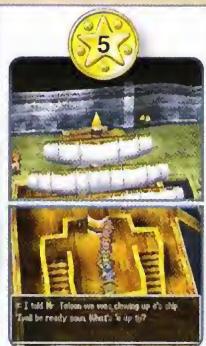


The following table lists the rewards you receive as you turn in the mini medals. Talk to the King and he will give you any rewards that you have earned up to that point.

MINI MEDALS

#	Reward	Description
15	Strength ring	Supplements the strength of whoever should slip it on. +8 strength
20	Ruby of protection	This brilliant band boosts defence when worn. +7 defence
25	Magical skirt	This clothing will help to reduce damage caused by magic.
30	Staff of divine wrath	Can also be used as a tool during battle.
34	Kerplunk bracer	Rousing wristwear that may just save the day in times of need!
38	Miracle sword	Replenishes its bearer's HP with each attack... miraculously.
43	Happy hat	Recovers some of the wearer's MP with each and every step.
47	Mighty armlet	Supplements the strength of whoever should slip it on.
52	Liquid metal shield	Can also be used as a tool during battle.
60	Gringham whip	This deadly whip can attack a whole group of enemies at once.

Refer to the following images and descriptions to collect enough mini medals to obtain all of King Minikin's rewards.



Porthtrunnel:
Lower deck of the first ship in the boathouse, inside the dresser.



Pharos Beacon:
On the second floor, in the back-left chest.



Mintos:
Located at the bottom of the well.



Mintos:
East side of town, in the far-right clay jar.



The Siroc shrine:
At the shrine east of Mintos, walk clockwise around the outside of the wall toward the grassy space between the two teleportals to find the mini medal.



Taborov:
At the bottom of the well.



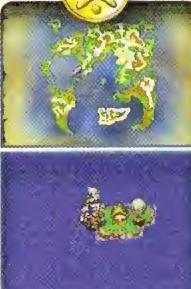
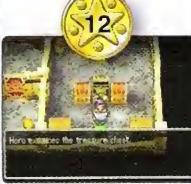
Bath:
Next to the bath in the northeast, inside the drawers.



Porthtrunnel:
Next to the house in the northeast corner, inside the middle barrel.



Porthtrunnel:
Inside the barrel second from the left of the top row of barrels, inside the boathouse.

 10	<p>Hermit's Hovel (the small island west of The Royal Crypt): Inside the house, in the clay jar.</p>	 15	<p>Canalot: Inside the house east of the well, in the drawers.</p>	 20	<p>Cove's Cove: Go southeast from the entrance and find it inside the chest.</p>
 11	<p>Dunplundrin: Located inside the well, in the right dresser.</p>	 16	<p>Canalot: In the back-left bedroom of the castle, in the middle drawers (enter the castle through one of the side entrances).</p>	 21	<p>Cove's Cove: In the room where Kirk Buzzer was found, inside the clay jar second from the top on the left side.</p>
 12	<p>Endor: Take one of the castle's side halls toward the Colosseum. Rotate the camera to find a red door by the stairs. You need the magic key to go through the door. Follow this path to a room underneath the armour shop. The middle chest contains the mini medal.</p>	 17	<p>The Gupta Gupha: At the bottom of the cave, press the switch inside an empty chest to reveal steps. Use the thief's key to get in the back room; the mini medal is in the left clay jar next to bookcases.</p>	 22	<p>Rosehill: In the basement below the church, inside the dresser.</p>
 13	<p>Endor: At night, go to the royal dressing room on the castle's top floor, but watch out for the patrolling guard. The maid doesn't guard the door at night. You will need the magic key to get in. The mini medal is in the right dresser.</p>	 18	<p>Burland: Inside the castle, on the left side, use the thief's key and cast Safe Passage to reach the top middle chest unharmed.</p>	 23	<p>Briny Lair: At the entrance, take the path on the right. Get off the raft and find the mini medal inside the chest.</p>
 14	<p>Canalot: Inside a clay jar east of well, next to the house.</p>	 19	<p>Femiscyra: Southwest corner of the castle, inside the middle-left clay jar near the well.</p>	 24	<p>Briny Lair: Take the raft up the path on the right, about halfway to the top, there will be an opening on the west side. Walk through the opening and head south toward the chest.</p>

25



Briny Lair:
In the lower level of Briny Lair, in a chest to the left of where the Zenithian Armour is found.

26



The Royal Crypt:
In the second level, go left after collecting the staff of antimagic to find the chest.

27



Casabranca Castle:
Use the ultimate key to reach the chests behind the locked gate. The mini medal is located in the bottom-left chest.

28



Ballymoral Castle: Use the ultimate key to access the bottom-left cell of the basement prison. Rotate the camera to see the clay jar in the corner.

29



Havre Léon:
Enter the small building behind the pub. The mini medal is downstairs in the clay jar in the first cell.

30



Havre Léon:
Enter the small building behind the pub. The mini medal is downstairs in the clay jar in the third cell.

31



Cascade Cave:
After revealing the way to the stairs, climb down two levels and follow the path to a chest on the left.

32



Riverton:
Inside a barrel on the center island.

33



Riverton:
In the house located southeast on the hill, inside the clay jar on the right.

34



The Colossus:
On the first floor inside a chest, located on the other side of the stairs.

35



Diabolic Hall:
From the entrance, take the stairs in the northwest corner to the basement. It's inside the left clay jar next to the table.

36



Diabolic Hall:
Once outside and behind the hall, find a stairway to a dungeon below. Search the bottom left-chest.

37



Mamon Mine (Chapter 5):
Deep inside the mine in Estark's crypt, pass through the first big room into the hallway and locate the chest in the room on the right.

38



Mamon Mine (Chapter 5):
Deep inside the mine in Estark's crypt, follow the path around the second level to the stairs on the right side. Continue until you find a room with two chests: open the chest on the right for the mini medal.

39



Strathbaile:
Take the stairs down to the jailhouse. Use the ultimate key to access the cell; the medal is inside the clay jar.

 40 The Azimuth: In the northeast building, inside the right dresser.	 45 Zenithia: From the previous mini medal, head east and go down the stairs. Search the lower-right corner near the water.	 50 Hoffman's Place (Level 2 Town): Once you have an inn, search inside the dresser in the east room.
 41 The Azimuth: In the northwest building, inside the clay jar closest to the bookcases.	 46 Doorway to Nadiria (B2F-1): Follow the cave to the first set of steps down and turn west into the room with the moving paths. Use the east arrows to reach the chest.	 51 Hoffman's Place (Level 2 Town): Examine the ground to the east of the pond in front of the dog.
 42 Stairway to Zenithia (8F-1): In the middle of the eighth floor (use the ladder from the ninth floor to access).	 47 Castle Nadiria (1F-2): After re-entering the second floor through the far-right door, follow the hallway to a set of stairs. Take the stairs down and cast Safe Passage to reach the chest.	 52 Hoffman's Place (Level 3 Town): Inside the barrel on the right, in the back room of the building north of the inn.
 43 Stairway to Zenithia (7F): From the previous mini medal, go down the stairs and search the clay jar on the right.	 48 Hoffman's Place (Level 1 Town): Inside the top barrel next to Bill's item shop.	 53 Hoffman's Place (Level 3 Town): After Stro Louse and Carla move into town, locate the south clay jar in front of the northeast house.
 44 Zenithia: Take the lower-left door. In the back of the bedroom, search the drawer on the right.	 49 Hoffman's Place (Level 1 Town): Inside the barrel on the right in Rocky and Adrian's home.	 54 Hoffman's Place (Level 3 Town): The dog east of the pond has found another mini medal.

55



Hoffman's Place (Level 4 Town):
When the stairs appear east of the pond, go down to the second level and search in front of the gravestones in the southeast corner.

56



Hoffman's Place (Level 4 Town):
The dog east of the pond has found yet another mini medal.

Hoffman's Place (Level 4 Town):
East of the inn lying on the ground near Mr. Ned.

57



Hoffman's Place (as Castle):
In the northeast room on the first floor, look inside the barrel on the right.

58



Hoffman's Place (as Castle):
Same room as the previous mini medal, look inside the left dresser.

60



Hoffman's Place (as Castle):
Inside the lower-left clay jar on the second floor of the southwest tower.

61



Hoffman's Place (as Castle):
In the courtyard with the dog, search the ground to the west of the fountain.

62



Hoffman's Place (as Castle):
In the northwest corner of the bottom basement floor, next to Zack and inside the middle barrel.

63



Hoffman's Place (as Castle):
After releasing Sultan Farog and talking to him, on the top floor of the castle, return to him for the mini medal.

64



Funegeon (B2F-2):
Follow the path on the right from the entrance to reach a raft. Take the raft directly south to the chest.

65



Funegeon (B2F-3):
When the path splits, follow the left path into the next area. Find the chest to the northeast.

66



Funegeon (B3F):
Located inside a chest on the southernmost platform of the third level.

67



Funegeon (B5F-1):
On the ground inside the well to the east of the inn.

68



Funegeon (B8F-3):
After visiting the Pinnacle Chapel, proceed north to the next area. Look at the ground near the gravestones.

69



Funegeon (B6F-4):
Take the steps in the room between the tigergram and the elf. Find the chest in the southwest corner.

Hoffman's Place

Once you have the magic key, return to where the desert bazaar was located to find Hank Hoffman Jr. He's looking for some people to populate his new town. At first, he provides a hint that there is someone in the church at Laissez Fayre who's just itchin' for a new life.



By attracting more citizens to the town, it develops through five different levels. Speak to the people around town to learn that there are more people who are looking for a new place to live. You can also attract new citizens through Chance Encounter.



LEVEL 1 TOWN

Item List		
CONTAINER ITEM	NOTE	
Mini medal	Top barrel next to item shop.	
Bunny tail	Top barrel next to north house.	
Mini medal	Right barrel inside north house.	

Bill's Item Shop		
ITEM	COST	EFFECT
Medicinal herb	8	Restores a little of one party member's HP.
Antidotal herb	10	Cures a party member of poison.
Chimaera wing	25	Can be used to return to any previously-visited location.

GETTING THE TOWN STARTED

Visit the church in Laissez Fayre and talk to the nun, making sure to mention Hank Hoffman Jr.'s frontier town. She immediately heads for Hoffman's town.

When you return to Hoffman, he says to visit him at his new home. Walk around town and talk to the new citizens. There is a new item shop to the northeast of the pond. Also, a newlywed couple, Rocky and Adrian, have moved into a house to the north.



Talk to the nun and she says that Mr. Hoffman wants her to retire to his home. Head south to find Hoffman's home with the nun standing outside. You can get the usual church options by talking to her.

Rocky mentions a guy who sits around in the church down in Burland who desires a new start in life. Talk to the frog next to the pond and he mentions a rumor going around about a magnificent castle that once stood upon this very spot.

CHANCE ENCOUNTER



Go inside and talk to Hoffman. Now it's time to name the town. He suggests three names from which to choose, but you can also select one of your own after Hoffman gives you his choices.

Next, choose someone to represent the town in Chance Encounter mode. This person (or monster) is your pioneer. The next step is to select the type of varmint to send out. The available types depend upon your town's level. When your town reaches level 5, you will have 50 types from which to choose.

Pioneer Types

TOWN LVL	PIONEER TYPES
1	Man, woman, older man, older woman, grandma, grandpa, boy, girl, man in green, priest, nun, soldier
2	Slime, tough guy, man with harp, casino girl, dealer, royal soldier, pike soldier, prisoner
3	Monk, dancer, man with turban, robed man, healslime, older dwarf, younger dwarf, female dwarf, Femiscria warrior, bespectacled fighter
4	Maid, princess, restless armour, older witch, younger witch, skeleton, sasquash, wizard, waitress
5	King, chancellor, Zenithian man, Zenithian woman, Zenithian soldier, elf, wearther, imp, warrior princess, barbarian

After selecting the type, the next step is to give your pioneer a name, gender, age, and hobby. After doing so, you must give your pioneer a message to spread on his or her journey. Once your message is created, you are ready to send your pioneer out to other towns and attract new citizens. If you speak with your pioneer after Hoffman summons them, they will recite the message and you will have the option to change it if you wish.

List of Hobbies: Jogging, Eating Out, Stamp Books, Health Spas, Gardening, DIY Cookery, Eating, Spelunking, Metal Detecting, Smashing Pots, Breaking Barrels, Collecting Medals, Tarot, Treasure-Hunting, Tombola, Swimwear, Solo Singing, Daydreaming, Solo Hiking, Cruising, Aromatherapy, Nail Art, Social Dancing, Volunteer Work, Street Dance, Astrology, Meteorology, Juggling, Odontology, Hospitality, Philandering, Pillow-Fighting, Mountaineering, Songwriting, Drawing, Programming, Writing, One-Man Shows, Ghost Stories, Big Hair, Sleep-Talking, Brown-Nosing, Pilgrimages, Overspending, Penny-Pinching, Dieting, Cheap Gags, Skipping, Unicycling, Freestyle Dance, Meditation, Funfair Games, Yoyo, Dressing Up, Helping Heroes, Reading, Playing Music, Stamp Collecting, Art Appreciation, Tracing, Portraiture, Puff-Puffery, Communication

Talk to Hoffman to get the following options:

- Chance Encounter:** The game is saved, then enters Chance Encounter mode. You can close the DS if you want. To quit this mode, simply press the A Button. While in Chance Encounter mode, if you come across someone else in this mode, your pioneer will visit that town!
- Change Pioneer:** Experiment with the selecting pioneer process again.
- View Citizens:** View the citizens of Hoffman's Place.
- Evict Citizens:** Evict a citizen from your town to make room for somebody else.
- Nothing:** Exit the menu.



Chance Encounter mode is another way to increase your town's population. If you run into other people who also have their games in Chance Encounter mode, their pioneers will visit your town and your pioneer will visit theirs. You can send your pioneer to as many other towns that you like.

If you reach the maximum number of citizens, you can reduce the number by selecting the Evict Citizens option from Hoffman. He will state that if there are any citizens who want to leave, then you can decide if you want to evict them.

Maximum Population

TOWN LVL	MAX. POP.
1	8
2	16
3	24
4	32
5	44



LEVEL 2 TOWN

NEW CITIZENS



Bobby
(dog)



Bones
(builder)



Maddie
(innkeeper)



Prelvis
Esley

Item List

CONTAINER	ITEM	NOTE
	Mini medal	Right room of inn.
	Seed of resilience	First room of northeast house.
	Hairband	Back room of northeast house.
	Antidotal herb	Left clay jar in front of northeast house.



Bill's Item Shop

ITEM	COST	EFFECT
	8	Restores a little of one party member's HP.
	10	Cures a party member of poison.
	25	Can be used to return to any previously-visited location.
	150	Its scent will attract monsters for a while until it runs out.

INN RATE

4 gold coins/night (per person)

A PLACE TO REST

Zoom to Burland and talk to the man inside the church about Hoffman's Place. He goes on to mention something about a shipmate in the inn. Talk to Prelvis Esley in the inn about Hoffman's Place. They both eventually head for the new town.



There is a new inn in town, so talk to Maddie the innkeeper for a night's rest. Talk to Prelvis Esley outside the inn and he mentions a woman and man who are searching for pirate treasure inside a cave.

Bones is busy building a church in the southwest part of town. A new home has been built in the northeast corner. Search the house to find some items and a book called "Chronicles of Pioniria" on the bookshelf.



LEVEL 3 TOWN

NEW CITIZENS



Carla (new item shop)



Stroo Louse (treasure hunter)



Willis (priest)



INN RATE

5 gold coins/night (per person)

Item List

CONTAINER	ITEM	NOTE
⊕	Mini medal	Lying on the ground in front of Bobby the dog.
⊖	Seed of life	Left barrel in back room of building north of inn.
⊖	Mini medal	Right barrel in back room of building north of inn.
⊖	Magic water	Front barrel next to Bill's item shop.
⊕	Mini medal	Right clay jar in front of northeast house.
⊕	Seed of magic	Top clay jar inside northeast house.
⊖	Chimaera wing	Back room of northeast house.
⊖	Seed of strength	Top barrel east of Rocky's house.
⊖	73 gold coins	Left barrel inside Rocky's house.

Bill's Item Shop

ITEM	COST	EFFECT
	8	Restores a little of one party member's HP.
	10	Cures a party member of poison.
	20	This wondrous water wards off weaker enemies for a wee while.
	25	Can be used to return to any previously-visited location.
	30	This lunar root can cure a party member of paralysis.
	150	Its scent will attract monsters for a while until it runs out.

Carla's Item Shop

ITEM	COST	EFFECT
	230	Luck + 8
	350	Defense + 5
	500	Luck + 5

THE TOWN CONTINUES TO GROW

Follow Prevlis Esley's lead and go to Cascade Cave. Talk to the woman, Carla, just inside the cave. She says her husband is deeper inside the cave looking for treasure. Follow the path down to find Stroo Louse and tell him about Hoffman's Place to make the couple head to the town.



LEVEL 4 TOWN

NEW CITIZENS



Archie O'Logist



Mr. Ned(horse)



Johnson (armour shop)



Princess Pam



Mary Curey (Healslime)

INN RATE

10 gold coins/night

Item List

CONTAINER	ITEM	NOTE
⊖	Fur coat	Take stairs to east of pond; first floor down in left barrel.
⊕	Mini medal	Southwest corner of second floor down, in front of graves.
⊖	370 gold coins	Northwest corner of second floor down, inside left barrel.
⊖	Horse manure	Northwest corner of second floor down, inside right barrel.
⊕	Fire claw	Third floor down, in toxic part of floor.
⊕	Seed of magic	Top clay jar to west of the Pioneeratorium.
⊖	Packed lunch	Inside the Pioneeratorium, in back-right room inside bottom clay jar.
⊖	Seed of wisdom	Inside the Pioneeratorium, in back-right room inside top clay jar.

Bill's Item Shop

ITEM	COST	EFFECT	ITEM	COST	EFFECT
	8	Restores a little of one party member's HP.		25	Can be used to return to any previously-visited location.
	10	Cures a party member of poison.		30	This lunar root can cure a party member of paralysis.
	20	This wondrous water wards off weaker enemies for a wee while.		150	Its scent will attract monsters for a while until it runs out.



Carla's Item Shop

ITEM	COST	EFFECT	ITEM	COST	EFFECT		
	Bunny tail	230	Luck +8		Strength ring	880	Strength +8
	Gold bracer	350	Defense +5		Kerplunk bracer	10000	Defense +15
	Mercury's bandana	650	Agility +15				



Johnson's Armour Shop

ITEM	COST	EFFECT	ITEM	COST	EFFECT		
	Iron armour	1200	Defense +30		Power shield	13000	Defense +40
	Spangled dress	2000	Defense +40		Iron mask	3500	Defense +25
	Flowing dress	15000	Defense +43				

AN ARMOUR SHOP OPENS

Pay a visit to Strathbaile to find a healslime named Mary Curey in the underground jailhouse. Talk to her about Hoffman's Place. Speak to Archie O'Logist in the inn to learn more about the city of Pioniria. He mentions something about how Sultan Farog and his wife opened a cursed pot, but a genie destroyed the town and cursed Farog.



Take the new set of stairs east of the pond to find several hidden items. Mary Curey and the frog are also standing on the second floor below. At the bottom level, cast Safe Passage to get the fire claw.



In the building to the north of the inn, Johnson has opened a new armour shop. Talk to Princess Pam inside the inn to learn about a man training as a guardsman in Laissez Fayre. Finally, talk to Rocky about a guy in some bar in Havre Léon who wants to leave.



LEVEL 5 TOWN

NEW CITIZENS



Hannibal



Partz (guard)



Rex (king)



Snowy

INN RATE

15 gold coins/night

Item List

CONTAINER	ITEM	NOTE
	Mini medal	Top barrel in northeast room of first floor.
	Mini medal	Northeast room of first floor.
	Seed of agility	Top-right barrel on second floor of southwest tower.
	Mini medal	Lower-left clay jar on second floor of southwest tower.
	Mini medal	In courtyard, examine ground to west of fountain.
	Miracle sword	First basement floor down, in bottom-left chest.
	Ruby of protection	First basement floor down, in bottom-right chest.
	Mirror shield	First basement floor down, in top-right chest.
	Mini medal	Third basement floor down, northwest corner, middle barrel next to Zack.
	Meteorite bracer	Third basement floor down, southwest corner.



Bill's Item Shop

ITEM	COST	EFFECT
	Dream blade	8000 Attack +60
	Dragonsbane	15000 Attack +90
	Miracle sword	31000 Attack +100
	Flail of destruction	65000 Attack +115
	Angel leotard	13000 Defense +60
	Mighty armlet	37000 Strength +25



Johnson's Armour Shop

ITEM	COST	EFFECT
	2300	Defense +35
	5200	Defense +45
	15000	Defense +43
	20000	Defense +50
	3500	Defense +25

Casino Token Exchange

ITEM	COST	EFFECT
	500	Defense +15
	1000	Defense +45
	3000	Attack +33
	10000	This legendary looking glass always reflects the truth.
	100000	Defense +50, protects against Snooze, Fuddle, and Paralysis.
	250000	Luck +50, wards off monsters

THE CASTLE

Head down to Laissez Fayre, find Partz just inside the inn, and talk to him about Hoffman's Place. Next, visit Havre Léon and find a king sitting at a table in the bar. Mention Hoffman's Place to him and both guys start heading for the new town.



The town has now become a castle guarded by Partz and Mr. Ned. Walk into the first floor to find Johnson's armour shop, Bill's item shop, the inn, and the church.



Talk to Archie O'Logist in the library located on the second floor of the southeast tower, who reveals more about the story of the Sultan of Pioniria. The story goes that his body is located in a pot inside the southwest room, while his heart is located inside a treasure chest in the depths of the castle.

RELEASE SULTAN FAROG

Rummage through the clay jars on the second floor of the southwest tower. A light shines out from the clay jars and releases Sultan Farog's body from its prison!



Located behind the stairs on the first floor are steps that lead down to the basement. On the first basement floor, there is a casino to the south and four chests to the north.



The casino has most of the same features as the one in Endor. There is also a token exchange to the west of the entrance. The fee is still 20 gold coins per token, though.



Two poker tables are located on the east and west walls. There are also 12 slot machines in the middle of the casino, and an area to exchange tokens for prizes in the southwest corner. There is also a bank to the east of the entrance; use it to store your money.

Venture north to the four chests and cast Safe Passage to reach them without getting hurt. Open the top-left chest to release Sultan Farog's heart from its prison. With both parts released, he returns to his castle. You can meet your newest citizen on his throne on the top floor of the castle.



Items and Equipment

One-Use Items

ONE-USE ITEMS

MEDICINAL HERB

This healing herb restores a little of one party member's HP.

BUY	SELL
8	6



A vital item that no adventurer should be without. Never leave town without at least three or four of these valuable items and be sure to consume one whenever the hero's HP gets too low. Medicinal herbs restore roughly 30 to 40 HP, depending on the person consuming it.

ANTIDOTAL HERB

This healing herb can cure a party member of poison.

BUY	SELL
10	7



Not every enemy encountered in the wild can inflict poison, but one should always be prepared just in case. Carry at least two or three antidotal herbs at all times, or else your afflicted hero may not make it to the next town in time to save himself. Poison can rapidly drain the HP from even the most indomitable heroes in the land!

MAGIC WATER

Recovers a little of one party member's MP.

BUY	SELL
--	22



Phials of magic water can't be purchased and are quite a rare find, so do not waste them. Immediately transfer them to the strongest member of the party so these items can be used as needed—the last

thing you want is for the magic water to be carried by a character who falls in battle or who isn't in the active party. Consuming the magic water restores 30~35 MP.

RA'S MIRROR

This legendary looking glass always reflects the truth.

BUY	SELL
--	--



Can also be used as a tool during battle. The mirror removes Morph from an enemy.



MOONWORT BULB

This lunar root can cure a party member of paralysis.

BUY	SELL
30	22

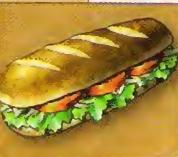


Few monsters cause paralysis, but those that do can be a big problem for your party if you don't have any moonwort bulbs handy. Paralysis renders the character unable to take a turn in combat and extremely susceptible to follow-up attacks. Administer the moonwort bulb so the character can regain proper movement.

PACKED LUNCH

A delicious way to restore some HP.

BUY	SELL
--	7



Torneko's wife makes him this special lunch each morning as he sets out for work. This tasty sandwich has all the essential nutrients needed to recover HP, just like a medicinal herb, but reportedly tastes a lot better. The packed lunch will restore 30~40 HP. Torneko's wife will replace the sandwich the following morning with a new one if he doesn't consume it—he can't stockpile them!

HORSE MANURE

Phoeey! That stinks!

BUY	SELL
--	1



Sometimes you break open a clay jar and find some gold coins. Other times you find a medicinal herb. And then there are those times where you find nothing but a handful of horse manure. Go ahead and discard it; the one gold coin you receive for selling it isn't worth the effort!

MUSK

Its scent will attract monsters for a while until it runs out.

BUY	SELL
150	112

 There will be times when you want to fight as many monsters as possible in order to increase your party's levels. One way to do this is to use Torneko's Whistle ability, but another is to use

musk. Spreading a little musk on the party attracts lots of monsters and provides plenty of opportunities to earn more experience.

YGGDRASIL LEAF

A magical leaf that can resurrect a party member.

BUY	SELL
--	--



These precious leaves are extremely rare and worth their weight in gold. Keep them on the hero's possession (or your strongest character if not the hero) so he can administer one to a fallen party member.

The special leaf will automatically bring them back to life with a portion of their HP intact. Unlike casting Zing, the Yggdrasil leaf always works on the first try.

YGGDRASIL DEW

A dainty dew that will fully restore all party members' HP.

BUY	SELL
--	--



Save these precious items for the difficult battles late in the game. The Yggdrasil dew will come in handy if the hero or other character with healing abilities run out of MP. Try to use it when it will be most effective—wait for multiple characters to be low on health before administering this special serum.

SEED OF WISDOM

Any party member can eat this to increase wisdom.

BUY	SELL
--	60



It's important that your spell users acquire extra doses of wisdom from time-to-time so they learn spells at a proper rate. The tables of learned magic in the "Characters" chapter indicate the level

at which the character should learn a particular spell, but that isn't always the case. If the character's wisdom hasn't evolved appreciably, then that character may not learn the spell until he or she levels up one or two more times.

SEED OF MAGIC

Any party member can eat this to increase maximum MP.

BUY	SELL
--	412



This special seed can be consumed to increase a character's maximum MP. This is a particularly valuable item for the magic users in your party and, unlike the other seeds, will not have any effect

for everyone who uses it. The seed of magic delivers a 3~5 point increase in the maximum MP of its user. Consider the spells you like to use the most and how many MP they cost to cast, then give the seed of magic to the character who has learned the most costly spells.

HOLY WATER

This wondrous water wards off weaker enemies for a wee while.

BUY	SELL
20	15



There comes a time in every hero's life when he is simply too powerful to bother with low-level enemies—the measly gold coins and experience they yield isn't worth the trouble of fighting them. For

those who are of a high level and in a hurry, there is the holy water. Use this item to limit the number of battles encountered and to prohibit weak enemies from attacking. Beginning adventurers should not use this item.

SEED OF RESILIENCE

Any party member can eat this to increase resilience.

BUY	SELL
--	52



The ability to increase a character's resilience without having to spend a lot of gold coins on expensive armor is a great thing. The seed of resilience isn't a particularly common item, so don't waste

it. Always give it to the party members you use the most and, of those, the one with the lowest defense rating. Consuming a seed of resilience raises a character's resilience rating by 1~3 points.

SEED OF STRENGTH

Any party member can eat this to increase strength.

BUY	SELL
--	90



This valuable seed can raise a person's strength rating by 1~3 upon consumption. Increasing a character's strength rating has a direct impact on his attack rating and makes it possible for him to

inflict greater damage during combat. Always give these items to characters who physically do the most amount of damage to enemies.

CHIMAERA WING

Can be used to return to any previously-visited location.

BUY	SELL
25	18



The chimaera wing is a convenient item to use early in the adventure, before any of the party members learn the Zoom spell. This special item enables the party to fly into the air and be instantly transported to a previously-visited location. You can't return to every location you've been, but it's possible to revisit nearly all towns, castles, and other important places. Keep in mind that the chimaera wing cannot be used indoors—the party must be outside to avoid banging their heads!

SEED OF LIFE

Any party member can eat this to increase maximum HP.

BUY	SELL
--	187

Arguably the most important of all the single-use items, the seed of life bestows on those who eat it a whopping 4~6 point increase in their maximum HP rating. Use this valuable item immediately

to increase the longevity of the party members. Some prefer to use this item on their strongest characters to make them much harder to kill, while others may choose to help increase the maximum HP of the weaker characters who are perhaps lacking in armor.

SANDS OF TIME

In battle, they can reverse time itself.

BUY	SELL
30	22

When used, this extra-special item enables you to rewind time and return to the beginning of the current battle. This provides the opportunity to make adjustments in your tactics and, perhaps, avoid a character's untimely demise. The sands of time can be used multiple times to offer a second chance in battle.

SEED OF AGILITY

Any party member can eat this to increase agility.

BUY	SELL
--	67

This potent seed provides those who consume it with the vital nutrients needed to increase their agility rating by 1~2 and thereby elude enemy attacks with greater ease. Characters with high agility ratings

also get to take their turn first during combat and, in special situations, get to make two moves before the enemy takes a turn. There are no steadfast rules to consider when deciding who should consume the seed of agility, but consider giving it to those characters with lower defense ratings, provided you use those characters often.

**SPECIAL ITEMS**

Each of the following items have either a special function and can be used repeatedly (such as the night light or thief's key), while others play a vital role in the advancement of the story. These items are discussed in more detail within the walkthrough portion of this book to prevent spoiling story details.

TALARIA

These strange shoes have wings attached.

**BIRDSONG NECTAR**

Its silky texture makes for a beautiful singing voice.

**PRINCE'S LOVE LETTER**

A letter written in Prince Regan's hand.

**ARMLET OF TRANSMUTATION**

The light dances off this mysterious golden armband.

**STEEL STRONGBOX**

It safeguards the party's gold, even if they're wiped out.

**ROYAL SCROLL**

Correspondence from King Norman of Endor.



SILVER GODDESS STATUE

A burnished silver statue of the Goddess.



FEVERFEW SEED

A seed full of vitality.



GAS CANISTER

This item is used to get the hot air balloon off the ground.



NIGHT LIGHT

A lamp that summons nightfall when lit.



FEVERFEW ROOT

This root has a mysterious power and cures many ills.



BARON'S BUGLE

Blow it before the final battle to bring your wagon before you.



SPHERE OF SILENCE

This sneaky sphere can seal an enemy's spells during battle.



KARSTAWAY STONE

A curious rock that can absorb a huge volume of water.



YGGDRASIL FLOWER

This flower blooms once every 1000 years.



POWDER KEG

A container packed with gunpowder.



FLUTE OF REVELATION

An instrument harbouring rare magical properties.



THIEF'S KEY

The holder of this key can open simple locks.



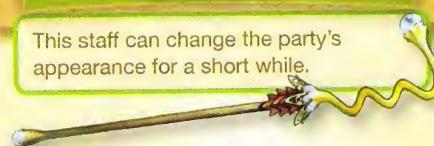
BOARDING PASS

A ticket valid for one trip to Endor.



MOD ROD

This staff can change the party's appearance for a short while.



MAGIC KEY

The holder of this key can open complicated locks.



SYMBOL OF FAITH

This strange jewel can open anyone's heart.



HOLY EMBERS

They glow with a divine power.



TREASURE MAP

It shows the location of some legendary treasure.



ULTIMATE KEY

The holder of this key can open all locks.



THE BIG BOOK OF BEASTS

An illustrated guide to monsters.



Weapons

SWORDS & CLUBS

CYPRESS STICK



Attack Power: +2

BUY	SELL
—	7

Party Members Who Can Equip

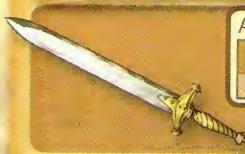
HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	—	✓

KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	—	✓	✓	—

SPECIAL

Doesn't appear to have any special effects.

STEEL BROADSWORD



Attack Power: +40

BUY	SELL
2000	1500

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	—	—

KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	—	—	✓

SPECIAL

Doesn't appear to have any special effects.

OAKEN CLUB



Attack Power: +7

BUY	SELL
30	22

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	✓	—

KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	—	✓	—

SPECIAL

Doesn't appear to have any special effects.

CAUTERY SWORD



Attack Power: +45

BUY	SELL
3500	2625

Party Members Who Can Equip

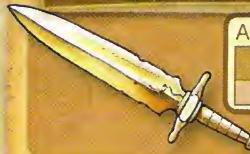
HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	—	—

KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	✓	—	—	✓

SPECIAL

Can also be used as a tool during battle. This sword casts Sizz if used during battle.

COPPER SWORD



Attack Power: +12

BUY	SELL
100	75

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	—	—

KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	—	✓	✓

SPECIAL

Doesn't appear to have any special effects.

DREAM BLADE



Attack Power: +60

BUY	SELL
8000	6000

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	—	—

KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	—	—	—

SPECIAL

This sword may send its target to sleep from time to time.

FALCON BLADE



Attack Power: +67

BUY	SELL
—	18750

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	—	—

KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	—	—	✓

SPECIAL

This lightning-fast sword can strike twice in a single turn.

DOUBLE-EDGED SWORD



Attack Power: +99

BUY	SELL
—	2475

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	—	—

KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	—	—	—

SPECIAL

Watch out! There's more to this sword than meets the eye. It is cursed. The user loses HP with each attack.

LIQUID METAL SWORD



Attack Power: +130

BUY	SELL
—	—

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	—	—

KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	—	✓	✓

SPECIAL

Inflicts greater-than-average damage against metal monsters.

ICICLE DIRK

Attack Power: +75

BUY SELL
-- 600

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	--	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
--	--	--	--	✓

SPECIAL

Can also be used as a tool during battle.
This weapon casts Crack on an enemy.

MIRACLE SWORD

Attack Power: +100

BUY SELL
31000 3100

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	--	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	--	--	--

SPECIAL

Replenishes its bearer's HP with each attack...miraculously!

ZENITHIAN SWORDAttack Power:
+65 → +110BUY SELL
-- --

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	--	--	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
--	--	--	--	--

SPECIAL

A legendary weapon and a useful tool during battle, too. This sword casts Disruptive Wave on the enemies when used during battle.

DRAGONSBANE

Attack Power: +90

BUY SELL
15000 11250

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	--	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
--	--	--	--	✓

SPECIAL

This blade inflicts increased damage against dragons.

MASSACRE SWORD

Attack Power: +120

BUY SELL
-- 150

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
--	--	✓	--	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
--	✓	--	--	✓

SPECIAL

Watch out! There's more to this sword than meets the eye! This item is cursed. Use this sword during a battle to cast Sap on an enemy.

PANDEMOMIC SWORD

Attack Power: +150

BUY SELL
-- --

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
--	--	--	--	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
--	--	--	--	✓

SPECIAL

This sword replenishes its bearer's HP with each attack.

LANCES & STAFFS**IRON LANCE**

Attack Power: +28

BUY SELL
880 660

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	--	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	--	--	✓

HOLY LANCE

Attack Power: +33

BUY SELL
1250 937

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
--	--	✓	--	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	--	--	✓	--

SPECIAL

Doesn't appear to have any special effects.

DEMON SPEAR

Attack Power: +90

BUY SELL
-- 18750

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
--	--	✓	--	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
--	--	--	--	✓

SPECIAL

If aimed well, this spear can inflict a critical hit.

LIGHTNING STAFF

Attack Power: +29

BUY

SELL

15000

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	—	—	—	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	✓	—	—

SPECIAL

Can also be used as a tool during battle.
This staff casts Sizzle on enemies when used.

STAFF OF SALVATION

Attack Power: +5

BUY

SELL

4500

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	—	—	—	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	—	—	✓	—

SPECIAL

This staff replenishes HP when used as a tool during battle.

THALIAN STAFF

Attack Power: +33

BUY

SELL

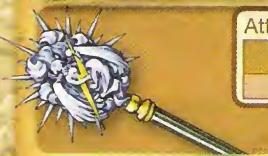
67

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	—	—	—	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	—	✓	✓	—

SPECIAL

Can also be used as a tool during battle.
When used in battle, it causes an enemy to smile.

STAFF OF DIVINE WRATH

Attack Power: +35

BUY

SELL

3225

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	—	—	—	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	—	—	✓	—

SPECIAL

Can also be used as a tool during battle.
This staff casts Swoosh on an enemy.

STAFF OF ANTIMAGIC

Attack Power: +50

BUY

SELL

3000

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	—	—	—	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	—	✓	✓	—

SPECIAL

Can also be used as a tool during battle.
This staff casts Fizzle on a group of enemies.

SOMATIC STAFF

Attack Power: +55

BUY

SELL

1875

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	—	—	—	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	—	✓	✓	—

SPECIAL

This staff draws on its bearer's MP when used to attack.

MAGMA STAFF

Attack Power: +63

BUY

SELL

—

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	—	—	—	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	—	✓	✓	—

SPECIAL

Can also be used as a tool during battle.
This staff casts Bang on enemies when used.



KNIVES

DIVINE DAGGER



Attack Power: +14

BUY	SELL
200	150

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	✓	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	✓	✓	—

SPECIAL

Doesn't appear to have any special effects.

POISON MOTH KNIFE



Attack Power: +24

BUY	SELL
750	562

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	—	—	—	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	✓	✓	✓	—

SPECIAL

This knife may paralyse its target from time to time.



CLAWS

IRON CLAW



Attack Power: +38

BUY	SELL
1500	1125

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	—	—	✓	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	—	—	✓

SPECIAL

Doesn't appear to have any special effects.

FIRE CLAW



Attack Power: +60

BUY	SELL
—	730

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	—	—	✓	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	—	—	✓

SPECIAL

Can also be used as a tool during battle. This weapon casts Sizzle on an enemy.

COBRA CLAW



Attack Power: +80

BUY	SELL
—	1350

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	—	—	✓	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	✓	—	✓

SPECIAL

This claw's toxic talons may end up leaving its target poisoned.

AXES

BATTLE-AXE



Attack Power: +50

BUY	SELL
5500	4125

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	—	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	—	—	✓

SPECIAL

Doesn't appear to have any special effects.

HELA HAMMER



Attack Power: +70

BUY	SELL
—	850

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	—	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	—	—	✓

SPECIAL

Hard to aim, but this hammer really hurts when it connects. This weapon is cursed.



MISCELLANEOUS

ARMOR — CLOTHING

POISON NEEDLE



Attack Power: +0
BUY 1300 SELL 975

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	—	—	—	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	✓	—	—

SPECIAL

If aimed well, this venomous barb can inflict a critical hit.

IRON FAN



Attack Power: 22
BUY 620 SELL 465

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	—	—	—	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	✓	—	—

SPECIAL

Doesn't appear to have any special effects.

HUNTER'S BOW



Attack Power: +18
BUY 350 SELL 262

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	✓	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	✓	✓	—

SPECIAL

Doesn't appear to have any special effects.

SILVER TAROT CARDS



Attack Power: +21
BUY — SELL 375

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	✓	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	—	✓	—

SPECIAL

This pack of cards can also be used for fortune-telling. If Meena uses this item during a battle, they produce several different effects—depending on what card Meena draws. The possible effects are as follows:

CARD	EFFECT
Death	Casts Whack on an enemy
The Devil	Casts Kasap on group of enemies
The Fool	Casts Thwack on all party members
Justice	Casts Poof
The Moon	Casts Dazzle on group of enemies
The Star	Party earns twice the normal amount of gold for this battle
Strength	Casts Oomph on a party member
The Sun	Party members recover HP
The Tower	Casts Kazap



ASTRAEA'S ABACUS



Attack Power: 35
BUY 1600 SELL 1200

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	—	—	—	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	✓	—	—	—

SPECIAL

Can also be used as a tool during battle. This item casts Poof on a group of enemies when used.

GRINGHAM WHIP



Attack Power: 135
BUY — SELL 5000

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	—	—	✓	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	✓	✓	—

SPECIAL

This deadly whip can attack a whole group of enemies at once.

FALCON KNIFE EARRINGS



Attack Power: +5
BUY 7500 SELL 5625

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	—	—	✓	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	✓	✓	—

SPECIAL

Equip these knife-like earrings to strike twice in a single turn.

FLAIL OF DESTRUCTION

Attack Power: 115

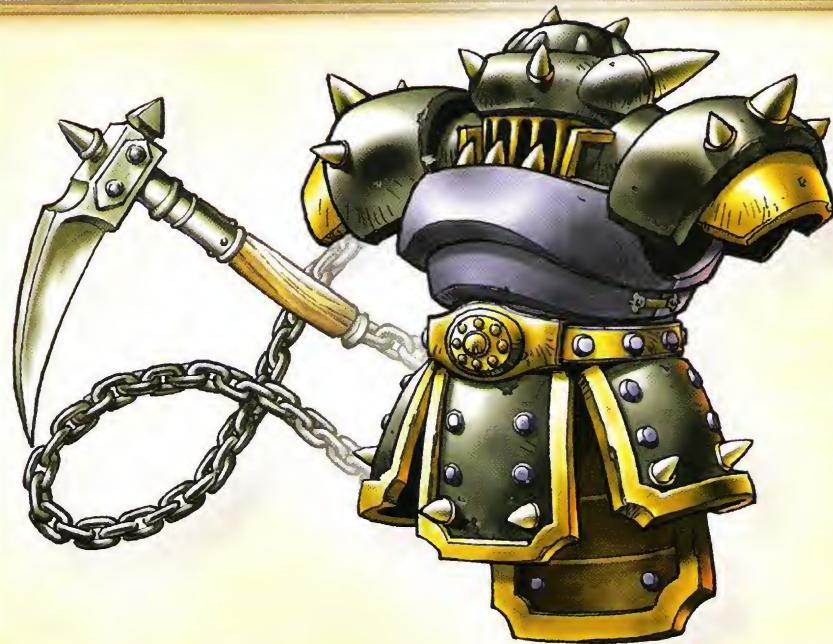
BUY 65000 SELL 6500

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	—	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	✓	—	—	—

SPECIAL

This fearsome flail can be used to attack all enemies at once.



Armor CLOTHING

PLAIN CLOTHES

Defense: +4

BUY 10 SELL 7

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	✓	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	✓	✓	—

SPECIAL

Doesn't appear to have any special effects.

WAYFARER'S CLOTHES

Defense: +7

BUY 70 SELL 52

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	✓	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	✓	✓	—

SPECIAL

Doesn't appear to have any special effects.

BOXER SHORTS

Defense: +8

BUY -- SELL 75

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	—	✓	—	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	✓	—	—	—

SPECIAL

Doesn't appear to have any special effects.

DANCER'S COSTUME

Defense: +8

BUY 400 SELL 300

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	—	—	—	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	✓	✓	—

SPECIAL

Doesn't appear to have any special effects.

SILK ROBE

Defense: +10

BUY 110 SELL 82

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	—	✓	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	✓	✓	—

SPECIAL

Doesn't appear to have any special effects.

LEATHER DRESS

Defense: +14

BUY 250 SELL 187

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	✓	—	✓	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	✓	✓	—

SPECIAL

Doesn't appear to have any special effects.

FUR COAT

Defense: +22

BUY 600 SELL 450

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	✓	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	✓	✓	—

SPECIAL

Doesn't appear to have any special effects.

CLOAK OF EVASION

Defense: +28

BUY 3000 SELL 2250

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	—	—	✓	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	✓	—	—

SPECIAL

The wearer may at times escape an enemy's attack altogether.

ROBE OF SERENITY

Defense: +33

BUY — SELL 4500

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	—	—	✓	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	✓	✓	—

SPECIAL

Protects the wearer when asleep or paralysed.

MAGIC VESTMENT

Defense: +35

BUY 4400 SELL 3300

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	—	—	—	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	—	—	✓	—

SPECIAL

This clothing will help to reduce damage caused by magic.

PINK LEOTARD

Defense: +38

BUY 6300 SELL 4725

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	✓	—	✓	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	✓	✓	—

SPECIAL

Doesn't appear to have any special effects.

SPANGLED DRESS

Defense: +40

BUY 2000 SELL 1500

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	—	—	✓	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	✓	✓	—

SPECIAL

Doesn't appear to have any special effects.

FLOWING DRESS

Defense: +43

BUY 15000 SELL 11250

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	—	—	—	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	✓	✓	—

SPECIAL

Reduces damage from fire- and ice-based magic attacks.

MAGICAL SKIRT

Defense: +45

BUY — SELL 7350

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	✓	—	✓	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	✓	✓	—

SPECIAL

This clothing will help to reduce damage caused by magic.

GLOMBOLERO

Defense: +47

BUY — SELL 5625

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	—	—	—	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	—	✓	✓	—

SPECIAL

This curious garment sometimes absorbs MP from enemy spells.

SHIMMERING DRESS



Defense: +50

BUY

SELL

6600

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
--	✓	--	✓	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
--	--	✓	✓	--

SPECIAL

This diaphanous dress may reflect magic back at the caster.

ANGEL LEOTARD



Defense: +60

BUY

SELL

13000 9750

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
--	✓	--	✓	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
--	--	✓	✓	--

SPECIAL

Reduces damage from fire- and ice-based magic attacks.



BATTLE ARMOR

LEATHER ARMOUR



Defense: +12

BUY

SELL

180 135

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	✓	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	--	--	✓

SPECIAL

Doesn't appear to have any special effects.

CHAIN MAIL



Defense: +18

BUY

SELL

350 262

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	✓	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	--	--	✓

SPECIAL

Doesn't appear to have any special effects.

BRONZE ARMOUR



Defense: +25

BUY

SELL

700 525

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	--	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	--	✓	✓

SPECIAL

Doesn't appear to have any special effects.

IRON ARMOUR



Defense: +30

BUY

SELL

1200 900

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	--	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	--	--	✓	✓

SPECIAL

Doesn't appear to have any special effects.

IRON APRON



Defense: +32

BUY

SELL

1500 1125

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
--	--	--	--	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
--	✓	--	--	--

SPECIAL

Doesn't appear to have any special effects.

FULL PLATE ARMOUR



Defense: +35

BUY

SELL

2300 1725

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	--	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
--	--	--	--	✓

SPECIAL

Doesn't appear to have any special effects.

DRAGON MAIL



Defense: +45

BUY

5200

SELL

3900

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	—	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	—	—	✓

SPECIAL

This armour reduces damage from fire- and ice-based attacks.

ZOMBIE MAIL



Defense: +49

BUY

—

SELL

652

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	—	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	—	—	✓

SPECIAL

Watch out! There's more to this armour than meets the eye.

SPIKED ARMOUR



Defense: +50

BUY

9800

SELL

7350

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	—	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	✓	—	—	✓

SPECIAL

This armour may hold a spiky surprise for the unwary attacker.

HELA'S ARMOUR



Defense: +60

BUY

—

SELL

750

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	—	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	—	—	✓

SPECIAL

Watch out! There's more to this armour than meets the eye.

LIQUID METAL ARMOUR



Defense: +95

BUY

35000

SELL

26250

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	—	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	—	✓	✓

SPECIAL

This armour will help to reduce damage caused by magic.

ZENITHIAN ARMOUR



Defense: +70

BUY

—

SELL

—

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	—	—	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	—	—	—

SPECIAL

This armour will help to reduce damage caused by magic.



PANDEMONIC ARMOUR



Defense: +100

BUY

—

SELL

—

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	—	—	—	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	—	—	✓

SPECIAL

This armour will help to reduce damage caused by magic.

Shields

LEATHER SHIELD

Defense: +4

BUY

90

SELL

67



Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	--	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	--	✓	--

SPECIAL

Doesn't appear to have any special effects.

SCALE SHIELD

Defense: +7

BUY

180

SELL

135



Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	--	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	--	✓	✓

SPECIAL

Doesn't appear to have any special effects.

IRON SHIELD

Defense: +12

BUY

650

SELL

487



Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	--	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	--	✓	✓

SPECIAL

This shield can reduce damage from fire- and ice-based attacks.

DRAGON SHIELD

Defense: +30

BUY

7100

SELL

5325



Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	--	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
--	--	--	--	✓

SPECIAL

This shield can reduce damage from fire- and ice-based attacks.

POWER SHIELD

Defense: +40

BUY

13000

SELL

9750



Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	--	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	--	--	--

SPECIAL

Can also be used as a tool during battle. The user recovers HP when this shield is used.



MIRROR SHIELD

Defense: +45

BUY

--

SELL

6750



Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	--	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	--	--	--	✓

SPECIAL

This shiny shield reflects spell damage back at the caster.

TEMPEST SHIELD

Defense: +50

BUY

20000

SELL

2000



Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	--	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
--	--	--	--	--

SPECIAL

Can also be used as a tool during battle. This shield casts Poof on an enemy when used.

LIQUID METAL SHIELD

Defense: +60

BUY

--

SELL

--



Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
--	--	✓	--	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	--	✓	✓	✓

SPECIAL

Can also be used as a tool during battle. This shield casts Snub on the user.

HELMS



ZENITHIAN SHIELD

Defense: +55

BUY SELL

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	--	--	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
--	--	--	--	--

SPECIAL

Can also be used as a tool during battle.
This shield casts Bounce on the user.



PANDEMOMIC SHIELD

Defense: +55

BUY SELL

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
--	--	--	--	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
--	--	--	--	✓

SPECIAL

Reduce damage from fire- and ice-based attacks.



Helms



LEATHER HAT

Defense: +2

BUY SELL

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	✓	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	✓	✓	--

SPECIAL

Doesn't appear to have any special effects.



HAIRBAND

Defense: +5

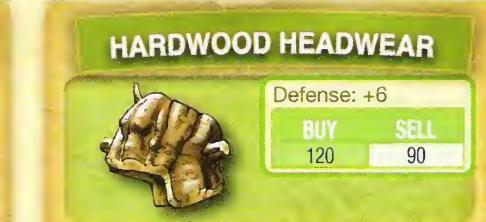
BUY SELL

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
--	--	--	✓	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
--	--	✓	✓	--

SPECIAL

Doesn't appear to have any special effects.



HARDWOOD HEADWEAR

Defense: +6

BUY SELL

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	--	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	--	--	--

SPECIAL

Doesn't appear to have any special effects.



FEATHERED CAP

Defense: +8

BUY SELL

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
--	--	--	✓	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
--	--	✓	✓	--

SPECIAL

Doesn't appear to have any special effects.



GOLDEN TIARA

Defense: +12

BUY SELL

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
--	✓	--	✓	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
--	--	✓	✓	--

SPECIAL

This precious tiara protects against Fuddle.



HAPPY HAT

Defense: +15

BUY SELL

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
--	--	--	--	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	--	✓	✓	--

SPECIAL

Recovers some of the wearer's MP with each and every step.

IRON HELMET



Defense: +16

BUY 1100 SELL 825

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	—	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	—	—	✓

SPECIAL

Doesn't appear to have any special effects.

IRON MASK



Defense: +25

BUY 3500 SELL 2625

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	—	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	—	—	✓

SPECIAL

Doesn't appear to have any special effects.

LIQUID METAL HELM



Defense: +50

BUY — SELL —

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	—	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	—	✓	✓

SPECIAL

Protects against Snooze, Fuddle, and paralysis.

DEATH MASK



Defense: +200

BUY — SELL 6

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	✓	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	✓	✓	—

SPECIAL

Watch out! There's more to this mask than meets the eye.

ZENITHIAN HELM



Defense: +30

BUY — SELL —

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	—	—	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	—	—	—

SPECIAL

This helm protects against Snooze, Fuddle, and paralysis.

PANDEMOMIC HELM



Defense: +40

BUY — SELL —

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
—	—	—	—	—
KIRYL	TORNEKO	MAYA	MEENA	PSARO
—	—	—	—	✓

SPECIAL

Protects against Snooze, Whack, and paralysis.

Accessories

GOLD BRACER



Defense: +5

BUY 350 SELL 262

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	✓	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	✓	✓	—

SPECIAL

Doesn't appear to have any special effects.

KAMIKAZEE BRACER



Defense: +15

BUY — SELL 500

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	✓	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	✓	✓	—

SPECIAL

Rousing wristwear that may just save the day in times of need!

KERPLUNK BRACER



Defense: +15

BUY 10000 SELL 1000

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	✓	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	✓	✓	—

SPECIAL

Rousing wristwear that may just save the day in the time of need!

MIGHTY ARMLET



Strength: +25

BUY
37000SELL
3700

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	✓	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	✓	✓	✓

SPECIAL

Doesn't appear to have any special effects.

METEORITE BRACER



Agility: x2

BUY
--SELL
--

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	✓	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	✓	✓	✓

SPECIAL

Doesn't appear to have any special effects.

PRAYER RING



Defense: +5

BUY
--SELL
2250

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	✓	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	✓	✓	✓

SPECIAL

This religious ring recovers some MP whenever it's used.

RECOVERY RING



Defense: +15

BUY
--SELL
--

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	✓	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	✓	✓	✓

SPECIAL

Restores some of the wearer's HP with each and every step.

STRENGTH RING



Strength: +8

BUY
880SELL
660

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	✓	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	✓	✓	✓

SPECIAL

Doesn't appear to have any special effects.

GODDESS RING



Wisdom: +33

BUY
--SELL
--

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	--	✓	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	--	✓	✓	--

SPECIAL

Recovers some of the wearer's MP with each and every step.

GOSPEL RING



Luck: +50

BUY
--SELL
--

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	✓	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	✓	✓	✓

SPECIAL

Wards off monsters.

FISHNET STOCKINGS



Defense: +8

BUY
--SELL
900

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
--	✓	--	✓	--
KIRYL	TORNEKO	MAYA	MEENA	PSARO
--	--	✓	✓	--

SPECIAL

Doesn't appear to have any special effects.

RUBY OF PROTECTION



Defense: +15

BUY
--SELL
2025

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	✓	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	✓	✓	✓

SPECIAL

Doesn't appear to have any special effects.

MERCURY'S BANDANA



Agility: +15

BUY	SELL
650	487

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	✓	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	✓	✓	✓

SPECIAL

Doesn't appear to have any special effects.

BUNNY TAIL



Luck: +8

BUY	SELL
230	172

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	✓	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	✓	✓	--

SPECIAL

Doesn't appear to have any special effects.

LUCIDA SHARD



Luck: +5

BUY	SELL
500	375

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	✓	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	✓	✓	✓

SPECIAL

Can also be used as a tool during battle. This item removes Fuddle from a party member when used.

ELEVATING SHOES



Luck: +50

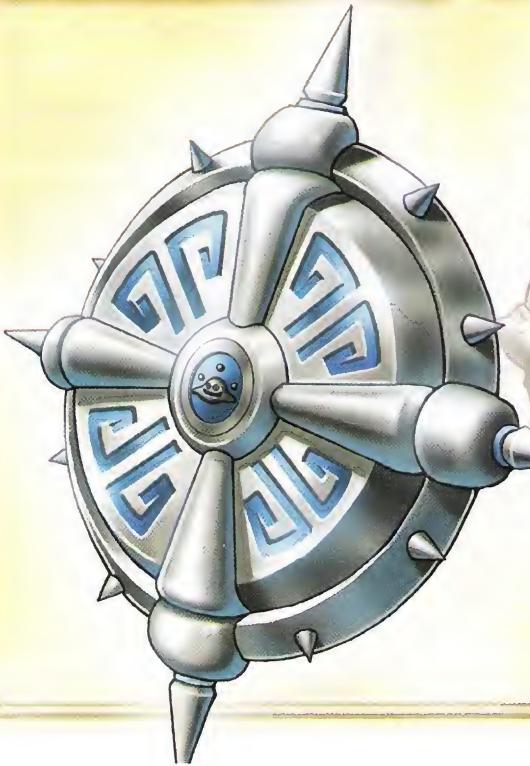
BUY	SELL
--	--

Party Members Who Can Equip

HERO (M)	HERO (F)	RAGNAR	ALENA	BORYA
✓	✓	✓	✓	✓
KIRYL	TORNEKO	MAYA	MEENA	PSARO
✓	✓	✓	✓	✓

SPECIAL

Enhances experience with every step. Equip someone with this accessory to level up a little quicker.



BESTIARY

Using the Bestiary

40	1	FLYING DOCTOR	
ITEM: chimaera wing (4)	5	Dragon type	
MAX HP	2	MAX MP	5
47	3	36	20
ATTACK	DEFENSE	SPEED	EXP
25	38	60	GOLD
4	7	8	9
LOCATIONS	Ch 2 & 5 Birdsong Tower		
ACTIONS	attack (1 person/damage), Heal (spell/self/HP recovery), fireball (all/flame)		
EFFECTIVE	Frizz, Zap, kamikazee, ice		
SOME. EFF.	INEFF.		
Sizz, flame, Magic Burst, Snooze, Fuddle	Poof, Fizzle, Drain Magic		

- Number and name of monster.
- Stats:** This includes maximum HP and MP, Attack, Defense, and Speed attributes. If a monster has ∞ listed for MP, then it never runs out of MP.
- Exp/Gold:** Experience and gold rewarded for defeating the monster.
- Note:** An extra note about some of the monsters.
- Item/Item drop chance:** The item that is dropped by the monster or Torneko may steal. Next to the item is the chance of that item being dropped. This is shown with a number that can range from 1 for the smallest chance for drop to 8 for 100% chance for drop.
- Dragon/Metal type:** When a monster is of neither type, nothing is listed. Dragon types receive 150% damage from Dragon Slash and dragonsbane. Metal monsters receive 1-2 damage from Metal Slash and liquid metal sword.
- Locations:** Some areas that you can find the monster.
- Actions:** The actions that this monster may take. In the parenthesis we tell you if the action is a spell (if it isn't a spell, this is not listed), how many people/monsters that it affects, and what the effect is.
- Effectiveness:** These spells are effective against this monster, somewhat effective, and ineffective.



1	SLIME	
ITEM: medicinal herb (3)		
MAX HP	MAX MP	ATTACK
8	0	8
DEFENSE	SPEED	EXP
5	3	1
GOLD		2
LOCATIONS	Ch 1 Burland area, Ch 3 Cave of Safekeeping area, Ch 5 Hidden Valley & Burland area (West, Night) and more	
ACTIONS	attack (1 person/damage)	
EFFECTIVE	All but Poof, Fizzle, Drain Magic	
SOME. EFF.	INEFF.	
None	Fizzle, Drain Magic	

2	WIGGLY	
ITEM: medicinal herb (6)		
MAX HP	MAX MP	ATTACK
11	0	10
DEFENSE	SPEED	EXP
6	2	3
GOLD		8
LOCATIONS	Ch 1 Burland area, Ch 2 Zamoksva area, Ch 5 Casabranca & Burland area (South) and more	
ACTIONS	attack (1 person/damage)	
EFFECTIVE	All but Poof, Fizzle, Drain Magic	
SOME. EFF.	INEFF.	
Poof	Fizzle, Drain Magic	

3	AIR RAT	
ITEM: medicinal herb (5)		
MAX HP	MAX MP	ATTACK
14	0	11
DEFENSE	SPEED	EXP
2	7	3
GOLD		7
LOCATIONS	Ch 1 Burland area, Strathbaile, Ch 1 & 5 Strathbaile Burrow, Ch 5 Endor area and more	
ACTIONS	attack (1 person/damage), calls for backup (summons air rat)	
EFFECTIVE	All but Whack, Fuddle, Fizzle, Drain Manic	
SOME. EFF.	INEFF.	
None	Fuddle, Fizzle, Drain Magic	

4	SCISSOR BEATLE	
ITEM: medicinal herb (5)		
MAX HP	MAX MP	ATTACK
8	0	8
DEFENSE	SPEED	EXP
5	3	1
GOLD		4
LOCATIONS	Ch 1 Burland area, Ch 3 Cave of Safekeeping area, Ch 5 Hidden Valley & Burland area (West) and more	
ACTIONS	attack (1 person/damage)	
EFFECTIVE	All but Poof, Fizzle, Drain Manic	
SOME. EFF.	INEFF.	
None	Fizzle, Drain Magic	

5 BUBBLE SLIME

ITEM: antidotal herb (6)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
12	0	11	9	8	6	8

LOCATIONS	Ch 1 Burland area (Night), Strathbaile area (Night), Ch 5 Casabranca & Burland area (South) and more
ACTIONS	attack (1 person/damage), poison attack (1 person/damage + poison)
EFFECTIVE	All but Poof, Snooze, Fizzle, Drain Magic
SOME. EFF.	INEFF.
Snooze	Fizzle, Drain Magic

6 MISCHIEVOUS MOLE

ITEM: medicinal herb (5)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
10	0	10	8	5	2	4

LOCATIONS	Ch 2 Zamoksva area, Ch 3 Cave of Safekeeping area, Ch 3 & 5 Cave of Safekeeping and more
ACTIONS	attack (1 person/damage)
EFFECTIVE	All but Poof, Fizzle, Drain Magic
SOME. EFF.	INEFF.
None	Fizzle, Drain Magic

7 STUMP CHUMP

Note: These monsters carry medicinal herbs and have the ability to use them when necessary.

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
21	0	18	8	1	7	13

ITEM: medicinal herb (5)

LOCATIONS	Ch 1 Strathbaile area, Auld Well area, Ch 3 Ballymoral area, Ch 3 & 5 Endor area and more
ACTIONS	attack (1 person/damage), medicinal herb (self/HP recovery)
EFFECTIVE	All but Poof, Snooze, Dazzle, Fizzle, Drain Magic
SOME. EFF.	INEFF.
Poof	Fizzle, Drain Magic



8 HEALSLIME

ITEM: medicinal herb (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
16	∞	13	8	12	7	11

Note: The healslime casts the Heal spell, so if possible, take them out first.

LOCATIONS Ch 1 Auld Well bottom, Ch 2 & 3 Endor area, Ch 5 Porthtrunnel area and more

ACTIONS attack (1 person/damage), Heal (spell/1 enemy/HP recovery)

EFFECTIVE Zap, kamikaze, Sap, Fuddle, ice, Dazzle, Fizzle

SOME. EFF. INEFF.

Frizz, Snooze, Drain Magic

Poof

12 SPLATYPUNK

ITEM: leather shield (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
22	3	25	18	12	14	10

LOCATIONS Ch 1 & 5 Loch Tur, Ch 3 Cistern Chapel area, Ch 3 & 5 Cistern Chapel, Ch 5 Ballymoral area

ACTIONS attack (1 person/damage), Sap (spell/1 person/decrease defense)

EFFECTIVE All but Poof

SOME. EFF. INEFF.

Poof None

13 BLINKSTER

ITEM: medicinal herb (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
33	2	17	24	14	18	20

LOCATIONS Ch 1 & 5 Loch Tur, Ch 2 & 5 Vault of Vrenor, Ch 5 Cave of Safekeeping area

ACTIONS attack (1 person/damage), Crack (spell/1 person/Crack)

EFFECTIVE Zan, kamikaze, Whack, Snooze, ice

SOME. EFF. INEFF.

None Frizz, Sizz, Bang, Crack, Woosh, Flame, snowstorm, Magic Burst, Poof

14 PICKSY

ITEM: seed of agility (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
29	3	26	22	15	18	20

LOCATIONS Ch 1 & 5 Loch Tur (Night), Ch 5 Cave of Safekeeping area, Last Chance Saloon area (North, Day)

ACTIONS attack (1 person/damage), Accelerate (spell/group of enemies/increase speed)

EFFECTIVE Sizz, Ilame, Magic Burst, kamikaze, Whack, Sap, ice

SOME. EFF. INEFF.

Frizz, Fizzle Poof, Snooze, Fuddle, Dazzle

15 BANTAMWEIGHT

ITEM: medicinal herb (5)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
31	0	28	22	18	20	9

LOCATIONS Ch 1 & 5 Loch Tur, Ch 3 Cistern Chapel, Ch 5 Last Chance Saloon area (North)

ACTIONS attack (1 person/damage), sleep attack (1 person/damage + sleep)

EFFECTIVE Frizz, Crack, Zap, snowstorm, kamikaze, Whack, Sap, Fuddle, ice, Dazzle

SOME. EFF. INEFF.

Sizz, Bang, Woosh, Ilame, Magic Burst, Poof Snooze, Fizzle, Drain Magic

11 BODKIN ARCHER

ITEM: plain clothes (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
21	3	26	20	20	13	15

LOCATIONS Ch 1 & 5 Loch Tur, Ch 3 Endor Area, Cistern Chapel area, Ch 5 Last Chance Saloon area (North)

ACTIONS attack (1 person/damage), Buff (spell/1 enemy/increase defense)

EFFECTIVE All but Bang, Poof, Snooze, Drain Magic

SOME. EFF. INEFF.

Bang, Snooze None

16 WINKY

ITEM: medicinal herb (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
42	0	29	32	20	27	40

Note: After this monster takes so much damage, its complexion changes. At this point its stats and resistances change, plus it gains a desperate attack and the ability to take two actions in a single turn.

LOCATIONS Ch 1 Loch Tur, Ch 5 Last Chance Saloon area (North, South), Bath area

ACTIONS attack (1 person/damage), defend (self/damage reduced by half), complexion changes, desperate attack (1 person/big damage - gained after complexion change)

EFFECTIVE Frizz, Bang, Woosh, Zap, kamikaze, Whack, Sap, Fuddle, Ice

SOME. EFF. INEFF.

Crack, snowstorm, Poof, Fizzle, Drain Magic

17 WALKING STICK

ITEM: medicinal herb (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
8	0	8	5	8	1	2

LOCATIONS Ch 2 Zamoksva area, Ch 4 Laissez Fayre area, Ch 5 Hidden Valley & Burland area (West) and more

ACTIONS attack (1 person/damage)

EFFECTIVE All but Poof, Fizzle, Drain Magic

SOME. EFF. INEFF.

None Fizzle, Drain Magic

18 SHE-SLIME

ITEM: medicinal herb (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
10	0	9	5	3	2	5

LOCATIONS Ch 2 Zamoksva area, Taborov area, Ch 4 Laissez Fayre area, Ch 5 Auld Well and more

ACTIONS attack (1 person/damage)

EFFECTIVE All but Poof, Fizzle, Drain Magic

SOME. EFF. INEFF.

None Fizzle, Drain Magic

19 LICKSPITTLE

ITEM: medicinal herb (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
13	0	13	8	5	4	10

LOCATIONS Ch 2 Zamoksva area, Ch 4 Laissez Fayre area, Aubout de Monde area (Night), Ch 5 Endor area and more

ACTIONS attack (1 person/damage), calls for backup (summons lickspittle)

EFFECTIVE All but Bang, Poof, Snooze, Fizzle, Drain Magic

SOME. EFF. INEFF.

Bang, Poof Fizzle, Drain Magic

20 MOUSEFLAPS

ITEM: leather hat (5)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
11	0	11	6	8	3	5

LOCATIONS Ch 2 Zamoksva area (day), Taborov area, Ch 5 Hidden Valley & Burland area (West)

ACTIONS attack (1 person/damage)

EFFECTIVE All but Poof, Fizzle, Drain Magic

SOME. EFF. INEFF.

None Fizzle, Drain Magic

21 FOO DOG

ITEM: chimaera wing (7)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
23	0	19	18	7	7	20

LOCATIONS Ch 2 Taborov area, Ch 4 Aubout de Monde area, Ch 5 Ballymoral area, Cave of Safekeeping area

ACTIONS attack (1 person/damage)

EFFECTIVE Frizz, Bang, Crack, Zap, snowstorm, kamikaze, Sap, Fuddle, ice, Dazzle

SOME. EFF. INEFF.

Woosh Sizz, flame, Magic Burst, Poof, Fizzle, Drain Magic

22 BAGWORMS

ITEM: chimaera wing (6)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
18	0	8	22	8	5	18

LOCATIONS Ch 2 Taborov area, Ch 4 Aubout de Monde area (East, West), Ch 5 Auld Well attack (1 person/damage), musters its strength (self/following direct attack power is doubled)

ACTIONS Sizz, Bang, Zap, flame, Magic Burst, kamikaze, Sap, Fuddle, ice

SOME. EFF. INEFF.

None snowstorm, Poof, Fizzle, Drain Magic



23 FUNGHOUL

ITEM: medicinal herb (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
18	0	18	15	10	8	15

LOCATIONS Ch 2 Vrenor area, Ch 2 & 5 Vault of Vrenor, Ch 4 Gupta Gupha and more

ACTIONS attack (1 person/damage), poison

EFFECTIVE Frizz, Sizz, Bang, Woosh, Zap, flame, Magic Burst, kamikaze, Whack, Sap, ice

SOME. EFF. INEFF.

Dazzle Poof, Fuddle, Fizzle, Drain Magic

24 BULLFINCH

ITEM: seed of strength (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
20	0	22	12	10	7	17

LOCATIONS Ch 2 Vrenor area, Ch 2 & 5 Vault of Vrenor, Ch 4 Palais de Leon area (day) and more

ACTIONS attack (1 person/damage), body-slam (1 person/big damage), double-cross (1 person/damage)

EFFECTIVE All but Whack, Poof, Snooze, Fizzle, Drain Magic

SOME. EFF. INEFF.

None Poof, Fizzle, Drain Magic

25 CARNIVINE

ITEM: medicinal herb (6)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
17	0	21	16	4	7	18

LOCATIONS Ch 2 Vrenor area, Ch 3 Cistern Chapel area, Ch 5 Ballymoral Area, Cave of Safekeeping area

ACTIONS attack (1 person/damage), calls for backup (summons carnivine)

EFFECTIVE Frizz, Sizz, Zap, flame, Magic Burst, kamikaze, ice

SOME. EFF. INEFF.

Woosh, Poof, Snooze Fizzle, Drain Magic

26 FIRESPIRIT

ITEM: holy water (5)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
12	2	11	12	8	6	16

LOCATIONS Ch 2 Vrenor area, Ch 3 & 5 Endor area, Ch 4 Gupta Gupha and more

ACTIONS attack (1 person/damage), Frizz (spell/1 person/Frizz), replicates itself (creates firespirit)

EFFECTIVE Bang, Crack, Zap, snowstorm, kamikaze, Sap, Fuddle, ice

SOME. EFF. INEFF.

Whack, Dazzle, Fizzle, Drain Magic Frizz, Snooze

27 THORNY DEVIL



ITEM: leather shield (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
25	0	21	20	15	15	25

LOCATIONS	Ch 2 & 5 Vault of Vrenor, Ch 5 Last Chance Saloon area (North), Porthtrunnel area and more
ACTIONS	attack (1 person/damage), fireball (all/flame)
EFFECTIVE	All but Woosh, Poof, Dazzle, Fizzle, Drain Magic
SOME. EFF.	INEFF.

None Poof, Fizzle, Drain Magic

28 LUGWORM



ITEM: plain clothes (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
30	0	30	3	24	22	27

LOCATIONS	Ch 2 Desert Bazaar area, Ch 3 & 5 Cistern Chapel, Ch 5 Last Chance Saloon area (North, night) and more
ACTIONS	attack (1 person/damage), weird dance (1 person/decreases MP)
EFFECTIVE	All but Bang, Woosh, Whack, Poof, Dazzle, Fizzle, Drain Magic
SOME. EFF.	INEFF.

Bang, Woosh, Poof Fizzle, Drain Magic

29 BEDBUG



ITEM: magic water (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
23	6	22	18	10	12	15

LOCATIONS	Ch 2 Desert Bazaar area, Ch 2 & 5 Vault of Vrenor, Ch 5 Aubout de Monde area (day)
ACTIONS	attack (1 person/damage), Snooze (spell/all/sleep), Kasnooze (spell/1 person/sleep)
EFFECTIVE	Frizz, Crack, Woosh, Zap, snowstorm, kamikaze, Sap, Snooze, ice
SOME. EFF.	INEFF.

Bang, Fiddle, Dazzle, Poof

30 KOMODO



ITEM: holy lance (3) Dragon type

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
32	0	30	33	25	25	39

LOCATIONS	Ch 2 Desert Bazaar area, Birdsong Tower area, Ch 5 Pharos Beacon
ACTIONS	attack (1 person/damage), desperate attack (1 person/big damage)
EFFECTIVE	Sizz, Bang, Crack, Woosh, Zap, flame, snowstorm, Magic Burst, kamikaze, Sap, ice
SOME. EFF.	INEFF.

Dazzle Poof, Fizzle, Drain Magic

31 PICKAYUNE



ITEM: holy water (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
25	8	26	24	21	18	38

LOCATIONS	Ch 2 Birdsong Tower area, Ch 2 & 5 Vault of Vrenor, Birdsong Tower
ACTIONS	attack (1 person/damage), Dazzle (fails if not enough MP)
EFFECTIVE	Sizz, Bang, Crack, Woosh, Zap, flame, snowstorm, Magic Burst, kamikaze, Whack, ice
SOME. EFF.	INEFF.

Snooze Poof, Drain Magic

35 CYCLOWN



ITEM: hunter's bow (5)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
41	4	29	31	40	32	34

LOCATIONS	Ch 2 Endor area, Ch 2 & 5 Birdsong Tower, Ch 5 Porthtrunnel Area
ACTIONS	attack (1 person/damage), Woosh (spell/all/Woosh)
EFFECTIVE	Crack, snowstorm, kamikaze, Whack, Fuddle, ice, Dazzle, Fizzle
SOME. EFF.	INEFF.

Frizz, Sizz, Iame, Magic Burst, Poof, Sap, Drain Magic

32 CRESTED VIPER



ITEM: feathered cap (5)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
31	4	31	28	18	18	25

LOCATIONS	Ch 2 & 5 Vault of Vrenor, Ch 5 Last Chance Saloon area (South), Bath area and more
ACTIONS	attack (1 person/damage), poison attack (1 person/damage + poison), Kasap (spell/all/decrease defense)
EFFECTIVE	Crack, Zap, snowstorm, kamikaze, ice
SOME. EFF.	INEFF.

Whack, Poof Fizzle, Drain Magic

36 KILLER GILA



ITEM: antidotal herb (5)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
34	0	35	32	15	18	21

LOCATIONS	Ch 2 & 5 Birdsong Tower, Ch 3 & Cistern Chapel
ACTIONS	attack (1 person/damage), Poison Breath (all/poison)
EFFECTIVE	All but Poof, Snooze, Fizzle, Drain Magic
SOME. EFF.	INEFF.

None Poof, Fizzle, Drain Magic

37 FLYGUY



ITEM: magic water (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
34	3	31	34	17	35	47

LOCATIONS	Ch 2 & 5 Birdsong Tower, Ch 3 & Cistern Chapel, Ch 5 Bath area, Porthtrunnel area
ACTIONS	attack (1 person/damage), Fizzle (spell/all/prevent from casting spells)
EFFECTIVE	Frizz, Crack, Woosh, Zap, snowstorm, kamikaze, Sap, ice, Fizzle, Drain Magic
SOME. EFF.	INEFF.

None Poof

38 ERAZOR BLADE



ITEM: copper sword (5)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
29	0	35	30	17	30	48

LOCATIONS	Ch 2 & 5 Birdsong Tower, Ch 5 Pharos Beacon
ACTIONS	attack (1 person/damage), desperate attack (1 person/big damage), calls for backup (defend + summon erazor blade)
EFFECTIVE	Sizz, Bang, Zap, kamikaze, ice
SOME. EFF.	INEFF.

Frizz, Crack, snowstorm, Poof, Fizzle, Drain Magic

39 PTERANODON



ITEM: seed of agilit (3) Dragon type

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
41	8	28	24	19	36	50

LOCATIONS Ch 2 & 5 Birdsong Tower, Ch 2 Endor area, Ch 5 Bath area, Porthtrunnel area, Pharos Beacon

ACTIONS attack (1 person/damage), Sizz (spell/all/Sizz)

EFFECTIVE All but Bang, Woosh, Poof, Snooze, Fuddle, Drain Magic

SOME. EFF. INEFF.

Bang, Woosh Poof, Drain Magic

40 FLYING DOCTOR



ITEM: chimaera wing (4) Dragon type

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
47	3	36	20	25	38	60

LOCATIONS Ch 2 & 5 Birdsong Tower

ACTIONS attack (1 person/damage), Heal (spell/self/HP recovery), fireball (all/flame)

EFFECTIVE Frizz, Zap, kamikaze, ice

SOME. EFF. INEFF.

Sizz, flame, Magic Burst, Snooze, Fuddle

41 PEEPER



ITEM: leather hat (2)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
35	6	30	30	21	31	62

LOCATIONS Ch 2 & 5 Birdsong Tower

ACTIONS attack (1 person/damage), Kaclang (spell/self/turns to steel for several turns), Bounce (spell/self/reflects spells), intimidating scream (all/fear), weird dance (1 person/decreases MP)

EFFECTIVE Sizz, Crack, Zap, flame, snowstorm, Magic Burst, kamikaze, ice

SOME. EFF. INEFF.

Poof, Dazzle Poof, Drain Magic

42 SKELETON SWORDSMAN



ITEM: iron claw (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
52	8	49	45	27	58	54

LOCATIONS Ch 2 Endor area, Ch 5 Pharos Beacon, Mintos area, El Forado area

ACTIONS attack (1 person/damage), Kasap (spell/all/decrease defense)

EFFECTIVE Bang, Zap, kamikaze, ice

SOME. EFF. INEFF.

Crack, snowstorm, Whack, Dazzle, Fizzle, Drain Magic

Snooze

43 RESTLESS ARMOUR



ITEM: chain mail (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
54	0	45	43	25	55	49

LOCATIONS Ch 2 Endor area, Ch 5 Last Chance Saloon area (South, Day), Porthtrunnel area, Pharos Beacon

ACTIONS attack (1 person/damage), desperate attack (1 person/big damage), calls for backup (summons healslime)

EFFECTIVE Sizz, Bang, Woosh, Zap, flame, Magic Burst, kamikaze, Whack, Sap, ice

SOME. EFF. INEFF.

Crack, snowstorm Poof, Fizzle, Drain Magic

47 HORNY DEVIL



ITEM: antidotal herb (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
14	0	13	13	7	7	11

LOCATIONS Ch 4 Aubout de Monde area, Aubout de Monde area (East, West), Ch 5 Auld Well

ACTIONS attack (1 person/damage), poison attack (1 person/damage + poison)

EFFECTIVE All but Poof, Snooze, Dazzle, Fizzle, Drain Magic

SOME. EFF. INEFF.

None Poof, Fizzle, Drain Magic

40 FLYING DOCTOR



ITEM: chimaera wing (4) Dragon type

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
47	3	36	20	25	38	60

LOCATIONS Ch 2 & 5 Birdsong Tower

ACTIONS attack (1 person/damage), Heal (spell/self/HP recovery), fireball (all/flame)

EFFECTIVE Frizz, Zap, kamikaze, ice

SOME. EFF. INEFF.

Sizz, flame, Magic Burst, Snooze, Fuddle

44 METAL SLIME



ITEM: golden tiara (4) Metal type

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
4	12	20	1023	50	1350	5

Note: They have only 4 HP, but their defense is very high. The Metal Slash skill and liquid metal sword deal better damage to the metal type monsters.

LOCATIONS Ch 2 Endor area, Ch 3 & 5 Cistern Chapel, Ch 5 Last Chance Saloon area (South), Pharos Beacon and more

ACTIONS attack (1 person/damage), Frizz (spell/1 person/Frizz)

EFFECTIVE ice

SOME. EFF. INEFF.

None All but Fuddle, ice

48 DIRTY DOGU



ITEM: magic water (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
15	3	17	15	5	12	17

LOCATIONS Ch 4 Gupta Gupha, Havre Léon area

ACTIONS attack (1 person/damage), Buff (spell/1 enemy/increase defense)

EFFECTIVE Frizz, Sizz, Bang, Woosh, Zap, flame, ice, Fizzle

SOME. EFF. INEFF.

None Whack, Snooze Poof, Drain Magic

49 WIMP



ITEM: hardwood headwear (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
20	3	20	17	12	15	28

LOCATIONS Ch 4 Gupta Gupha, Havre Léon area

ACTIONS attack (1 person/damage), Heal (spell/1 enemy/HP recovery), weird dance (1 person/decreases MP)

EFFECTIVE Whack, Sap, ice, Fizzle

SOME. EFF. INEFF.

None Poof

50 CRACK-BILLED PLATYPUNK



ITEM: leather hat (2)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
25	3	30	30	17	18	30

LOCATIONS Ch 4 Palais de Léon area, Havre Léon area, Ch 5 Cave of Safekeeping area, Bath area and more

ACTIONS attack (1 person/damage), Crack (spell/1 person/Crack)

EFFECTIVE All but Frizz, Whack, Poof, Snooze, Dazzle, Fizzle, Drain Magic

SOME. EFF. INEFF.

Drain Magic Poof

51 FIRE BEATLE



ITEM: oaken club (5)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
20	0	27	28	10	16	21

LOCATIONS Ch 4 Havre Léon area, Ch 5 Auld Well

ACTIONS attack (1 person/damage), fireball (all/

flame)

EFFECTIVE Bang, Crack, Zap, snowstorm,

kamikaze, Whack, Sap, Fuddle, ice

SOME. EFF. INEFF.

Frizz, Snooze Poof, Fizzle, Drain Magic

52 SLIMIFICATION



ITEM: medicinal herb (5)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
40	0	0	30	15	3	1

Note: These slime will call for backup until there are eight. At this point they can fuse together to form a king slime. Simply defend or cast party-beneficial spells until they fuse together to fight the king slime.

LOCATIONS Ch 4 Palais de Léon area, Havre Léon

area, Mamon area, Ch 5 Auld Well

ACTIONS attack (1 person/damage), calls for

backup (summons slimification)

EFFECTIVE kamikaze, Sap, Snooze, Fuddle, ice,

Dazzle, Fizzle, Drain Magic

SOME. EFF. INEFF.

Woosh, Poof None

53 KING SLIME



ITEM: seed of magic (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
150	2	40	24	17	100	150

Note: Allow eight slimification to fuse together to form a king slime.

LOCATIONS Ch 4 Palais de Léon area, Havre Léon

area, Mamon area, Ch 5 Auld Well

ACTIONS attack (1 person/damage), Snub (spell/

self/protects against magic)

EFFECTIVE Bang, kamikaze, ice

SOME. EFF. INEFF.

Frizz, Snooze, Fizzle, Poof

Drain Magic

54 RATATTACK



ITEM: medicinal herb (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
35	0	38	28	30	43	18

LOCATIONS Ch 4 Palais de Léon area, Ch 4 & 5

Mamon Mine, Ch 5 Mintos Area, El

Forado area and more

ACTIONS attack (1 person/damage), calls for

backup (summons ratattack)

EFFECTIVE All but Whack, Poof, Snooze, Fuddle,

Dazzle, Fizzle, Drain Magic

SOME. EFF. INEFF.

None Fizzle, Drain Magic

55 FROLICKER



ITEM: cypress stick (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
43	4	32	30	15	28	61

LOCATIONS Ch 4 Palais de Léon area, Havre Léon

area, Ch 4 & 5 Mamon Mine, Ch 5 Con

Cave

ACTIONS attack (1 person/damage), Dazzle

(spell/all/decreases accuracy)

Frizz, Sizz, Bang, Woosh, Zap, flame,

Magic Burst, kamikaze, Sap, Fuddle, ice

SOME. EFF. INEFF.

Crack, snowstorm, Drain Magic

56 STUMP GRUMP



ITEM: hardwood headwear (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
28	5	28	38	18	25	80

LOCATIONS Ch 4 Mamon area, Ch 5 Last Chance

Saloon area (South)

ACTIONS attack (1 person/damage), Kasnooze

(spell/1 person/sleep), weird dance (1

person/decreases MP)

EFFECTIVE Frizz, Sizz, Bang, Woosh, Zap, flame,

Magic Burst, kamikaze, ice, Fuddle

Dazzle, Fizzle, Drain Magic

SOME. EFF. INEFF.

Crack, snowstorm, Whack Poof, Fizzle, Drain Magic

59 PARALYSlicer



ITEM: moonwort bulb (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
30	0	40	30	16	25	18

LOCATIONS Ch 4 Palais de Léon area, Mamon

area, Ch 5 Auld Well

ACTIONS attack (1 person/damage), paralysis

attack (1 person/damage + paralysis)

Sizz, Bang, Zap, flame, Magic Burst,

kamikaze, Sap, Fuddle, ice

SOME. EFF. INEFF.

Whack Poof, Fizzle, Drain Magic

60 LOST SOUL



ITEM: holy water (2)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
40	0	20	35	1	20	28

LOCATIONS Ch 4 & 5 Mamon Mine, Ch 5 Pharos

Beacon (Night)

ACTIONS attack (1 person/damage), blown away

(all/sacrifices self to damage all)

Woosh, Zap, Poof, Sap, Fuddle, ice, Fizzle

Crack, flame, snowstorm, kamikaze, Whack, Drain

Magic Burst, Dazzle

SOME. EFF. INEFF.

Crack, snowstorm, Whack Poof, Fizzle, Drain Magic

61 VAMPIRE BATTLER



ITEM: divine dagger (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
38	6	40	29	28	36	24

LOCATIONS Ch 4 & 5 Mamon Mine, Ch 5 Mintos

area (Night), El Forado Area (Night), Parthenian Pantry and more

ACTIONS attack (1 person/damage), sleep attack

(1 person/damage + sleep), Snooze (spell/all/sleep)

All but Crack, snowstorm, Poof, Sap, Dazzle, Drain Magic

SOME. EFF. INEFF.

Dazzle Poof

62 METAL SCORPION



ITEM: scale shield (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
42	0	50	50	25	59	38

LOCATIONS Ch 4 & 5 Mamon Mine, Ch 5 Mintos

area, El Forado area, Parthenia area (day) and more

ACTIONS attack (1 person/damage), desperate

attack (1 person/big damage), defend (self/damage reduced by half)

Sizz, Bang, Woosh, Zap, flame, Magic

Burst, kamikaze, Whack, Sap, Snooze, ice

SOME. EFF. INEFF.

None Poof, Fizzle, Drain Magic

63 FEATHERWEIGHT



ITEM: feathered cap (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
52	0	47	40	28	60	51

LOCATIONS Ch 4 & 5 Mamon Mine, Ch 5 Porthtrunnel area, Minlos area (day), Parthenia area and more

ACTIONS attack (1 person/damage)

EFFECTIVE Frizz, Sizz, Bang, Zap, flame, Magic Burst, kamikaze, Whack, Sap, ice

SOME. EFF. INEFF.

None Poof, Fizzle, Drain Magic

64 SALAMANDER FRY



ITEM: medicinal herb (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
40	0	42	26	27	58	58

LOCATIONS Ch 4 & 5 Mamon Mine, Ch 5 Parthenia area, Parthenian Pantry area (day)

ACTIONS attack (1 person/damage), fireball (all/flame)

EFFECTIVE All but Frizz, flame, Magic Burst, Poof, Fizzle, Drain Magic

SOME. EFF. INEFF.

Frizz, flame, Magic Burst Poof, Fizzle, Drain Magic

65 VENUS GUYTRAP



ITEM: seed of luck (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
37	3	38	40	15	40	34

LOCATIONS Ch 4 & 5 Mamon Mine, Ch 5 Pharos Beacon, Aubut de Monde area (Night)

ACTIONS attack (1 person/damage), Fizzle (spell/all/prevent from casting spells)

EFFECTIVE Frizz, Sizz, Bang, Zap, flame, Magic Burst, kamikaze, ice, Fizzle

SOME. EFF. INEFF.

Fuddle Poof, Snooze

66 BODKIN FLETCHER



ITEM: antidotal herb (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
17	0	21	18	10	18	18

LOCATIONS Ch 5 Ballymoral area (Night), Cave of Safekeeping area

ACTIONS attack (1 person/damage), poison attack (1 person/damage + poison)

EFFECTIVE Frizz, Sizz, Bang, Zap, flame, Magic Burst, kamikaze, Whack, Sap, ice

SOME. EFF. INEFF.

Crack, snowstorm Poof, Fizzle, Drain Magic

67 MANDRAGORE



ITEM: seed of magic (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
80	0	44	34	15	28	17

LOCATIONS Ch 5 Last Chance Saloon area (North)

ACTIONS attack (1 person/damage)

EFFECTIVE Frizz, Sizz, Bang, Woosh, Zap, Flame, Magic Burst, kamikaze, Whack, Sap, ice

SOME. EFF. INEFF.

Snooze, Dazzle Poof, Fizzle, Drain Magic

71 MUSHROOM MAGE



ITEM: magic water (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
43	10	40	53	20	45	30

LOCATIONS Ch 5 Minlos area, Parthenia area, Parthenian Pantry area, Parthenian Pantry and more

ACTIONS attack (1 person/damage), Crack (spell/all person/Crack), Heal (spell/self/HP recovery)

EFFECTIVE Zap, kamikaze, Whack, Sap, ice, Dazzle

SOME. EFF. INEFF.

Crack, snowstorm Poof

68 BODKIN BOWYER



ITEM: wayfarer's clothes (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
27	0	46	36	21	47	18

LOCATIONS Ch 5 Last Chance Saloon area (South), Bath area, Porthtrunnel Area

ACTIONS attack (1 person/damage), sleep attack (1 person/damage + sleep), calls for backup (defend + summon bodkin bowyer)

EFFECTIVE All but Frizz, Whack, Poof, Snooze, Dazzle, Fizzle, Drain Magic

SOME. EFF. INEFF.

Drain Manic Poof

72 BUFFALO WING



ITEM: iron lance (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
52	6	43	55	28	49	39

LOCATIONS Ch 5 Parthenia area (day), Parthenian Pantry area, Havre Léon area, Aubout de Monde area and more

ACTIONS attack (1 person/damage), Sap (spell/all person/decrease defense)

EFFECTIVE All but Whack, Poof, Sap, Snooze, Dazzle, Fizzle, Drain Magic

SOME. EFF. INEFF.

None Poof, Fizzle, Drain Magic

69 SWEATY YETI



ITEM: fur coat (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
55	0	45	30	26	70	88

LOCATIONS Ch 5 Last Chance Saloon area (South)

ACTIONS attack (1 person/damage)

EFFECTIVE Frizz, Crack, Zap, snowstorm, kamikaze, Sap, ice

SOME. EFF. INEFF.

Whack Bang, Poof, Fuddle, Dazzle, Fizzle, Drain Magic

73 IMP



ITEM: seed of resilience (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
40	0	55	33	23	80	75

LOCATIONS Ch 5 Parthenia area, Parthenian Pantry area, Laissez Fayre & Mamon area and more

ACTIONS attack (1 person/damage), Kaboom (fails if not enough MP), kamikaze (fails if not enough MP), Thwack (fails if not enough MP), cool breath (all/snowstorm)

EFFECTIVE Zap, kamikaze, Sap, Fuddle, ice, Dazzle

SOME. EFF. INEFF.

Frizz, Whack Poof, Snooze, Fizzle, Drain Magic

70 FLAMETHROWER



ITEM: holy lance (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
75	8	65	60	36	110	52

LOCATIONS Ch 5 Laissez Fayre & Mamon area, Gupta Gupha, Zamoksva area (day) and more

ACTIONS attack (1 person/damage), Sizz (spell/all/Sizz), fireball (all/flame)

EFFECTIVE Bang, Crack, Woosh, Zap, snowstorm, kamikaze, Sap, ice, Dazzle

SOME. EFF. INEFF.

Sizz, Poof, Fizzle Frizz, Flame, Magic Burst, Drain Magic

74 WHIZZARD



ITEM: seed of resilience (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
38	8	40	48	30	70	31

LOCATIONS Ch 5 Parthenia area, Parthenian Pantry

ACTIONS attack (1 person/damage), Woosh (spell/all/Woosh), calls for backup (summons healslime or thorny devil)

EFFECTIVE kamikaze, Whack, Sap, ice

SOME. EFF. INEFF.

Sizz, Bang, Woosh, Flame, Magic Burst, Snooze, Drain Magic Poof

75 INFERNAL ARMOUR

ITEM: iron armour (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
58	0	63	63	24	77	76

LOCATIONS	Ch 5 Parthenian Pantry area, Parthenian Pantry, Havre Léon area, Aubout de Monde area and more
ACTIONS	attack (1 person/damage), desperate attack (1 person/big damage)
EFFECTIVE	Sizz, Bang, Crack, Woosh, Zap, flame, snowstorm, Magic Burst, kamikazee, ice
SOME. EFF.	INEFF.
None	Poof, Fizzle, Drain Magic

76 POWIE YOWIE

ITEM: fur coat (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
76	0	65	35	25	85	38

LOCATIONS	Ch 5 Parthenian Pantry
ACTIONS	attack (1 person/damage), cool breath (all/snowstorm)
EFFECTIVE	Frizz, Bang, Zap, kamikazee, Sap, Fuddle, ice
SOME. EFF.	INEFF.
None	Crack, snowstorm, Poof, Fizzle, Drain Magic

77 SKELETON SOLDIER

ITEM: steel broadsword (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
80	10	82	59	40	106	47

LOCATIONS	Ch 5 Havre Leon area, Aubout de Monde area, Gupta Gupha, Royal Crypt and more
ACTIONS	attack (1 person/damage), Midheal (spell/self/HP recovery)
EFFECTIVE	Frizz, Bang, kamikazee, ice
SOME. EFF.	INEFF.
Crack, snowstorm, Sap	Whack, Snooze, Fuddle, Dazzle, Fizzle, Drain Magic

78 POCUS POPPET

ITEM: golden tiara (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
40	∞	42	40	30	37	800

LOCATIONS	Ch 5 Aubout de Monde area, Gupta Gupha, Zamoksva area, Strathbaile area and more
ACTIONS	attack (1 person/damage), Kasap (spell/all/decrease defense), Fuddle (spell/1 person/confuse), weird dance (1 person/decreases MP)
EFFECTIVE	Poof, ice
SOME. EFF.	INEFF.
Fizzle	All but Crack, Woosh, snowstorm, Poof, ice, Fizzle

79 WILD BEAST

ITEM: Iron apron (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
80	0	60	45	33	89	49

LOCATIONS	Ch 5 Havre Léon area, Aubout de Monde area, Gupta Gupha
ACTIONS	attack (1 person/damage), deep breath (self/following direct, attack power is doubled)
EFFECTIVE	Zap, kamikazee, Whack, ice
SOME. EFF.	INEFF.
Bang, Sap	Poof, Fizzle, Drain Magic

83 CURESLIME

ITEM: seed of magic (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
80	∞	60	50	28	68	43

LOCATIONS	Ch 5 Gupta Gupha, Zamoksva area, Taborov area (day), Vrenor area and more
ACTIONS	attack (1 person/damage), Fullheal (spell/1 enemy/HP recovery)
EFFECTIVE	Frizz, Woosh, Zap, kamikazee, ice, Dazzle
SOME. EFF.	INEFF.
Sizz, Bang, Crack, flame, snowstorm, Magic Burst, Poof	Drain Magic

80 DRAGON PUP

ITEM: chain sickle (4) Dragon type

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
87	0	64	40	34	96	50

LOCATIONS	Ch 5 Aubout de Monde area, Gupta Gupha, Laissez Fayre & Mamon area
ACTIONS	attack (1 person/damage), calls for backup (summons flying doctor)
EFFECTIVE	All but Whack, Poof, Snooze, Fuddle, Dazzle, Fizzle, Drain Magic
SOME. EFF.	INEFF.
Snooze, Dazzle	Poof, Fizzle, Drain Magic

84 ABRACADABRADOR

ITEM: antidotal herb (5)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
80	8	80	55	38	125	81

LOCATIONS	Ch 5 Zamoksva Castle, Taborov Area, Strathbaile area (day), Femiscyra Castle area (North)
ACTIONS	attack (1 person/damage), Swoosh (spell/all/Woosh), Poison Breath (all/poison)
EFFECTIVE	Crack, snowstorm, kamikazee, ice
SOME. EFF.	INEFF.
Sap, Fuddle, Dazzle, Poof	Woosh, Whack, Fizzle, Drain Magic

81 HOODOO GOOROO

ITEM: iron claw (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
100	10	54	30	55	200	54

LOCATIONS	Ch 5 Gupta Gupha, Laissez Fayre & Mamon area, Zamoksva area and more
ACTIONS	attack (1 person/damage), Whack (spell/1 person/death), Sap (spell/1 person/decrease defense), calls for backup (summons skeleton soldier)
EFFECTIVE	Zap, kamikazee, ice, Dazzle
SOME. EFF.	INEFF.
Crack, snowstorm, Whack, Fizzle, Drain Magic	Fizz, Sizz, Bang, flame, Magic Burst, Poof

85 CHEATER CHEETAH

ITEM: fur coat (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
100	4	73	82	36	115	62

LOCATIONS	Ch 5 Dunplundrin & Hermit's Hovel area, Zamoksva area, Canalot area and more
ACTIONS	attack (1 person/damage), Fizzle (spell/all/prevent from casting spells)
EFFECTIVE	Bang, Zap, kamikazee, Sap, Fuddle, ice
SOME. EFF.	INEFF.
Crack, snowstorm, Dazzle	Poof

82 COCOON GOON

ITEM: chain mail (5)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
25	5	60	130	5	80	10

LOCATIONS	Ch 5 Gupta Gupha, Laissez Fayre & Mamon area, Zamoksva area and more
ACTIONS	paralyze attack (1 person/damage + paralysis), desperate attack (1 person/big damage), Buff (spell/1 enemy/increase defense), Burning Breath (all/paralysis), defend (self/damage reduced by half)
EFFECTIVE	Zap, kamikazee, Sap, ice, Fizzle, Drain Magic
SOME. EFF.	INEFF.
Sizz, Bang, Crack, Woosh, flame, snowstorm, Magic Burst, Whack, Snooze, Fuddle, Dazzle	Poof

86 RHINOTHROPE

ITEM: battle-axe (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
70	0	88	100	22	128	39

LOCATIONS	Ch 5 Dunplundrin & Hermit's Hovel area, Zamoksva Castle, Canalot area and more
ACTIONS	attack (1 person/damage)
EFFECTIVE	Woosh, Kamikazee, Sap, Snooze, Fuddle, ice, Dazzle
SOME. EFF.	INEFF.
Frizz, Sizz, flame, Magic Burst, Whack	Bang, Crack, snowstorm, Poof, Fizzle, Drain Magic

87 MINIDEMON



ITEM: death mask (2)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
85	24	103	82	54	183	43

LOCATIONS

Ch 5 Cascade Cave, Riverlton area, Colossus (day), Diabolic Hall

ACTIONS

attack (1 person/damage), Frizzle (spell/1 person/Frizz), cool breath (all/snowstorm)

EFFECTIVE

Woosh, Zap, kamikaze, ice

SOME. EFF.

INEFF.

Frizz, Whack, Snooze, Fuddle, Fizzle

Poof

91 EORAPTOR



ITEM: bronze armour (4)

Dragon type

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
90	10	85	75	40	118	45

LOCATIONS

Ch 5 Strathbaile area, Femiscyra Castle area (North, South), Cascade Cave area and more

ACTIONS

attack (1 person/damage)

EFFECTIVE

Frizz, Bang, Crack, Zap, snowstorm, kamikaze, Whack, ice

SOME. EFF.

INEFF.

Sap, Dazzle

Poof

88 CHILLANODON



ITEM: seed of strength (3)

Dragon type

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
85	0	66	40	37	104	38

LOCATIONS

Ch 5 Dunplundrin & Hermit's Hovel area, Femiscyra Castle area (South, Day) and more

ACTIONS

attack (1 person/damage), desperate attack (1 person/big damage), cool breath (all/snowstorm), chilly breath (all/snowstorm)

EFFECTIVE

Frizz, Sizz, Bang, Zap, flame, Magic Burst, kamikaze, ice

SOME. EFF.

INEFF.

Whack, Snooze, Fuddle

Crack, snowstorm, Poof, Fizzle, Drain Magic

89 LETHAL ARMOUR



ITEM: full plate armour (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
64	5	80	75	30	120	58

LOCATIONS

Ch 5 Dunplundrin & Hermit's Hovel area, Canalot area, Heaven's Haven area

ACTIONS

attack (1 person/damage), Kasnooze (spell/1 person/sleep)

EFFECTIVE

Zap, kamikaze, ice

SOME. EFF.

INEFF.

Frizz, Sap, Snooze

Poof

90 ROCKBOMB



ITEM: seed of life (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
900	1	0	0	0	150	40

LOCATIONS

Ch 5 Dunplundrin & Hermit's Hovel area, Canalot area

ACTIONS

attack (1 person/damage), kamikaze (spell/all/sacrifices life to damage all)

EFFECTIVE

All but Whack, Poof, Snooze, Fuddle, Fizzle, Drain Magic

SOME. EFF.

INEFF.

Poof, Drain Magic

Whack, Snooze, Fuddle, Fizzle

91 EORAPTOR



ITEM: bronze armour (4)

Dragon type

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
90	10	85	75	40	118	45

LOCATIONS

Ch 5 Strathbaile area, Femiscyra Castle area (North, South), Cascade Cave area and more

ACTIONS

attack (1 person/damage)

EFFECTIVE

Frizz, Bang, Crack, Zap, snowstorm, kamikaze, Whack, ice

SOME. EFF.

INEFF.

Sap, Dazzle

Poof

92 BELETH



92 BELETH



ITEM: somatic staff (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
125	20	90	80	57	132	70

LOCATIONS

Ch 5 Strathbaile area, Femiscyra Castle area (North, South), Cascade Cave area and more

ACTIONS

attack (1 person/damage), Sizzle (spell/all/Sizz), Bounce (spell/sell/reflects spells)

EFFECTIVE

kamikaze, Fuddle, ice

SOME. EFF.

INEFF.

Frizz, Bang, Crack, Woosh, snowstorm, Poof, Dazzle, Fizzle, Drain Magic

Sizz, flame, Magic Burst, Whack

93 GRIM RIDER



93 GRIM RIDER



ITEM: iron lance (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
180	8	110	65	40	216	82

LOCATIONS

Ch 5 Strathbaile area, Femiscyra Castle area (North, South), Cascade Cave area and more

ACTIONS

attack (1 person/damage), Midheal (spell/sell/HP recovery), calls for backup (summons skeleton soldier)

EFFECTIVE

Bang, Woosh, kamikaze, ice, Dazzle

SOME. EFF.

INEFF.

Sizz, Ilame, Magic Burst, Poof, Sap, Fizzle, Drain Magic

Frizz, Crack, snowstorm, Whack, Snooze, Fuddle

94 BULLDOZER



94 BULLDOZER



ITEM: seed of strength (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
90	0	95	85	39	121	72

LOCATIONS

Ch 5 Strathbaile area, Femiscyra Castle area (North, South), Cascade Cave area (Night) and more

ACTIONS

attack (1 person/damage), Burning Breath (all/paralysis)

EFFECTIVE

Sizz, Woosh, Zap, flame, Magic Burst, kamikaze, ice

SOME. EFF.

INEFF.

Sap, Fuddle

Poof, Fizzle, Drain Magic

95 CHICKEN POXER



95 CHICKEN POXER



ITEM: chimaera wing (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
85	0	81	80	61	108	40

LOCATIONS

Ch 5 Femiscyra Castle area (South), Cove's Cove, Cascade Cave area (day)

ACTIONS

attack (1 person/damage), hot gas (all/flame), calls for backup (summon chicken poxer)

EFFECTIVE

Bang, Woosh, Zap, kamikaze, Fuddle, ice

SOME. EFF.

INEFF.

Snooze, Dazzle

Poof, Sap, Fizzle, Drain Magic

96 WAR-RUS



96 WAR-RUS



ITEM: Astraea's abacus (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
120	0	112	75	40	128	64

LOCATIONS

Ch 5 Femiscyra Castle area (South), Cove's Cove, Cascade Cave area and more

ACTIONS

attack (1 person/damage)

EFFECTIVE

Woosh, Zap, kamikaze, Sap, ice

SOME. EFF.

INEFF.

Crack, snowstorm, Whack, Dazzle

Poof, Fizzle, Drain Magic

97 LIQUID METAL SLIME



97 LIQUID METAL SLIME



ITEM: happy hat (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
5	∞	65	1023	150	10050	10

Note: Their HP is extremely low, but their defense is very high. The Metal Slash skill and liquid metal sword deal better damage to the metal type monsters. These guys are more than likely to flee before the fight is over.

LOCATIONS

Ch 5 Femiscyra Castle area (South), Royal Crypt, Stairway to Zenithia, Nadiria Watchtower

ACTIONS

attack (1 person/damage), Frizz (spell/1 person/Frizz), Sizz (spell/all/Sizz)

EFFECTIVE

Ice

SOME. EFF.

INEFF.

None

All but Ice

98 HUMBABA



98 HUMBABA



ITEM: moonwort bulb (5)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
80	0	109	79	30	144	78

LOCATIONS

Ch 5 Cove's Cove, Cascade Cave area, Royal Crypt and more

ACTIONS

attack (1 person/damage), paralysis

EFFECTIVE

attack (1 person/damage + paralysis), fireball (all/flame)

SOME. EFF.

INEFF.

Frizz, Sizz, flame, Magic Burst, Sap

Poof, Fizzle, Drain Magic

99 SPITFIRE

ITEM: cloak of evasion (4) Dragon type

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
105	0	84	110	41	180	100

LOCATIONS Ch 5 Cove's Cove, Cascade Cave area, Royal Crypt and more

ACTIONS attack (1 person/damage), hot gas (all/flame)

EFFECTIVE Crack, Zap, snowstorm, kamikaze, Poof, Sap, ice

SOME. EFF. INEFF.

Frizz, Sizz, Bang, flame, Magic Burst, Whack, Snooze

103 PODOKESAURUS

ITEM: seed of agility (4) Dragon type

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
114	38	88	40	74	270	81

Note: Take this monster out quick or it will recover HP for all enemies with its Multiheal.

LOCATIONS Ch 5 Briny Lair, Colossus

ACTIONS attack (1 person/damage), Multiheal (spell/all enemies/HP recovery)

EFFECTIVE Bang, Zap, kamikaze, ice

SOME. EFF.

INEFF.

Frizz, Snooze, Dazzle, Fizzle, Drain Magic

100 TERMINONATATOR

ITEM: silk robe (4) Dragon type

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
380	0	125	50	30	135	57

LOCATIONS Ch 5 Zamoksva coast, King Minikin's Dominion & Riverton coast, Briny Lair, Fungone, and more

ACTIONS attack (1 person/damage)

EFFECTIVE Bang, Woosh, Zap, kamikaze, ice

SOME. EFF. INEFF.

Whack, Poof, Fizzle, Drain Magic

104 DRAGON RIDER

ITEM: seed of strength (3) Dragon type

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
141	0	115	87	70	351	108

LOCATIONS Ch 5 Briny Lair, Colossus, Diabolic Hall area, Estark's Crypt and more

ACTIONS attack (1 person/damage), hot gas (all/flame)

EFFECTIVE Sizz, Bang, Crack, Woosh, Zap, snowstorm, kamikaze, ice

SOME. EFF. INEFF.

Frizz, Flame, Magic Burst, Whack, Snooze

101 SEKERLETON

ITEM: zombie mail (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
130	0	140	85	53	315	50

LOCATIONS Ch 5 Briny Lair, Colossus, Diabolic Hall area, Estark's Crypt and more

ACTIONS attack (1 person/damage), weilds dream blade (1 person/sleep)

EFFECTIVE Bang, kamikaze, ice

SOME. EFF. INEFF.

Crack, Woosh, Frizz, Whack, Snooze, Fuddle, Dazzle, Fizzle, Drain Magic

105 FREEZE FLY

ITEM: horse manure (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
90	12	70	78	35	261	151

LOCATIONS Ch 5 Briny Lair, Colossus, Yggdrasil

ACTIONS attack (1 person/damage), Kacrackle (spell/all/Crack)

EFFECTIVE Zap, kamikaze, ice

SOME. EFF. INEFF.

Crack, Woosh, snowstorm, Whack, Snooze, Fizzle, Drain Magic

102 CHEEKY TIKI

Note: On occasion, the cheeky tikis will summon help until there are six of them.

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
91	14	84	79	50	290	102

ITEM: falcon knife earrings (3)

LOCATIONS Ch 5 Briny Lair, Diabolic Hall area, Estark's Crypt and cave that leads to crypt

ACTIONS attack (1 person/damage), Swoosh (spell/all/Woosh), calls for backup (summons 1 or more cheeky tiki)

EFFECTIVE Woosh, kamikaze, ice

SOME. EFF. INEFF.

Sizz, flame, Magic Burst, Whack, Poof, Drain Magic

106 HELL RAISER

ITEM: prayer ring (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
110	38	83	75	50	234	91

LOCATIONS Ch 5 Briny Lair, Riverton area, Colossus

ACTIONS attack (1 person/damage), Zing (spell/1 enemy/revive), Lightning Staff (all/Sizz)

EFFECTIVE kamikaze, ice

SOME. EFF. INEFF.

Frizz, Whack, Dazzle, Fizzle, Fuddle, Fizzle, Drain Magic

107 HELLSPAWN

ITEM: moonwort bulb (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
130	0	108	78	67	225	188

LOCATIONS Ch 5 Briny Lair, Colossus

ACTIONS fireball (all/flame), cool breath (all/snowstorm), Sweet Breath (all/sleep), Poison Breath (all/poison), Burning Breath (all/paralysis)

EFFECTIVE Woosh, Zap, kamikaze, Sap, ice, Dazzle

SOME. EFF. INEFF.

Sizz, Crack, flame, snowstorm, Magic Burst, Whack, Fizzle, Drain Magic

108 BLOODY BLADE

ITEM: steel broadsword (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
114	3	89	68	49	180	80

LOCATIONS Ch 5 King Minikin's Dominion area, Rosehill area, Cascade Cave, Royal Crypt

ACTIONS attack (1 person/damage), desperate attack (1 person/big damage), Buff (spell/1 enemy/increase defense), Drain Magic (spell/1 person/decrease MP)

EFFECTIVE kamikaze, Sap, ice

SOME. EFF. INEFF.

Frizz, Sizz, Crack, Woosh, flame, snowstorm, Magic Burst, Drain Magic

Whack, Poof, Snooze, Dazzle

109 TERRORFLYER

ITEM: chimaera wing (4) Dragon type

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
88	0	115	72	43	187	74

LOCATIONS Ch 5 Royal Crypt

ACTIONS attack (1 person/damage), intimidating scream (all/fear)

EFFECTIVE Frizz, Crack, Zap, snowstorm, kamikaze, Fuddle, ice

SOME. EFF. INEFF.

Snooze, Poof, Fizzle, Drain Magic

110 VOODOO GOOROO

ITEM: staff of salvation (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
100	6	120	70	57	211	88

LOCATIONS Ch 5 Royal Crypt, Riverton area, Colossus

ACTIONS attack (1 person/damage), Sizz (spell/all/Sizz), Drain Magic (spell/1 person/decrease MP), Sweet Breath (all/sleep)

EFFECTIVE kamikaze, Sap, ice, Drain Magic

SOME. EFF. INEFF.

Frizz, Sizz, Woosh, flame, Bang, Crack, snowstorm, Poof

111 MEDISLIME



ITEM: seed of life (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
140	30	90	80	47	162	65

LOCATIONS

Ch 5 King Minikin's Dominion coast, Riverton coast, Riverton area (day)

ACTIONS

attack (1 person/damage), Midheal (spell/1 enemy/HP recovery)

EFFECTIVE

All but Sizz, Bang, flame, Magic Burst, Fizzle, Drain Magic

SOME. EFF.

INEFF.

Bang, Fizzle

None

112 RHINOCERAXE



ITEM: Hela's hammer (2)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
142	17	120	150	35	245	68

Note: This monster casts Buff to raise its defense to 225. At this point attacks are pretty useless.

LOCATIONS

Ch 5 Riverlon area, Colossus

ACTIONS

attack (1 person/damage), Kasap (spell/all/decrease defense), Buff (spell/1 person/increase defense)

EFFECTIVE

Zap, kamikaze, Sap, ice

SOME. EFF.

INEFF.

Frizz, Sizz, Woosh, flame, Magic Burst, Whack, Snooze, Fuddle

Bang, Poof

113 FAT BAT



ITEM: robe of serenity (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
113	3	92	82	38	172	84

LOCATIONS

Ch 5 Riverton area (Night), Colossus

ACTIONS

attack (1 person/damage), sleep attack (1 person/damage + sleep), desperate attack (1 person/big damage), Snooze (spell/all/sleep)

EFFECTIVE

Bang, Zap, kamikaze, Sap, ice

SOME. EFF.

INEFF.

Woosh, Whack, Snooze

Poof, Fizzle, Drain Magic

114 HELLION



ITEM: leather dress (5)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
150	0	84	80	45	224	119

LOCATIONS

Ch 5 Riverton area, Colossus

ACTIONS

attack (1 person/damage), musters its strength (self/following direct attack, power is doubled)

EFFECTIVE

Crack, snowstorm, kamikaze, ice

SOME. EFF.

INEFF.

Frizz, Sizz, flame, Magic Burst, Sap, Snooze, Fuddle, Dazzle

Poof, Fizzle, Drain Magic

115 BLIZZYBODY



ITEM: seed of magic (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
85	11	50	40	47	288	100

LOCATIONS

Ch 5 Briny Lair, Colossus

ACTIONS

Whack (spell/1 person/death), Thwack (spell/all/death), cool breath (all/snowstorm)

EFFECTIVE

Frizz, Sizz, Woosh, flame, Magic Burst, kamikaze, ice, Drain Magic

SOME. EFF.

INEFF.

Whack, Poof, Snooze, Fuddle, Dazzle, Fizzle

Crack, snowstorm

119 KING CURESLIME



ITEM: copper sword (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
150	∞	80	25	30	384	300

Note: With the Omniheal spell, this monster has the ability to completely heal all enemies. Take them out quickly.

LOCATIONS

Ch 5

Estark's Crypt, Yggdrasil

attack (1 person/damage), Omniheal (spell/all enemies/HP recovery)

ACTIONS

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

EFFECTIVE

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

SOMEWHAT EFFECTIVE

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

SOME. EFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

INEFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

SOME. EFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

INEFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

SOME. EFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

INEFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

SOME. EFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

INEFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

SOME. EFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

INEFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

SOME. EFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

INEFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

SOME. EFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

INEFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

SOME. EFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

INEFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

SOME. EFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

INEFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

SOME. EFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

INEFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

SOME. EFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

INEFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

SOME. EFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

INEFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

SOME. EFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

INEFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

SOME. EFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

INEFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

SOME. EFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

INEFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

SOME. EFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

INEFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

SOME. EFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

INEFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

SOME. EFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

INEFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

SOME. EFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

INEFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

SOME. EFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

INEFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

SOME. EFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

INEFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

SOME. EFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

INEFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

SOME. EFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

INEFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

SOME. EFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

INEFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

SOME. EFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

INEFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

SOME. EFF.

attack

(1 person/damage), Omniheal (spell/all enemies/HP recovery)

123 OGRE							
ITEM: fire claw (2)							
MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD	
210	0	143	40	47	381	65	

LOCATIONS	Ch 5 The Azimuth area, Yggdrasil
ACTIONS	attack (1 person/damage), Desperate attack (1 person/big damage)
EFFECTIVE	Frizz, Bang, Woosh, Kamikaze, ice
SOME. EFF.	INEFF.
None	Whack, Fuddle, Dazzle
	Poof, Fizzle, Drain Magic

124 BULLION							
ITEM: silver tarot cards (2)							
MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD	
200	0	110	90	57	447	92	

LOCATIONS	Ch 5 The Azimuth area, Stairway to Zenithia
ACTIONS	attack (1 person/damage), Intimidating Scream (all/fear)
EFFECTIVE	Kamikaze, ice
SOME. EFF.	INEFF.
Frizz, Woosh, Snooze	Whack, Poof, Fizzle, Drain Magic
Fuddle, Dazzle	

125 NIGHT EMPEROR							
ITEM: pink leotard (2)							
MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD	
220	24	143	127	80	495	144	

LOCATIONS	Ch 5 The Azimuth area (Night), Stairway to Zenithia (Night)
ACTIONS	attack (1 person/damage), Sweet Breath (all/sleep), Snub (spell/self/protects against magic)
EFFECTIVE	Sizz, Bang, Crack, Woosh, Flame, Snowstorm, Magic Burst, Ice
SOME. EFF.	INEFF.
Frizz, Zap	Poof, Fizzle, Drain Magic

126 METAL KING SLIME							
ITEM: liquid metal helm (1) Metal type							
MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD	
7	∞	140	1028	165	30010	20	

Note: These monsters will take a few hits with the Metal Slash skill or liquid metal sword before going down—a lucky critical hit helps too.

LOCATIONS	Ch 5 The Azimuth area, Stairway to Zenithia, Nadiria Watchtower, Fungo
ACTIONS	attack (1 person/damage), Sizz (spell/all/Sizz)
EFFECTIVE	Ice
SOME. EFF.	INEFF.
None	All but Ice

127 GREEN DRAGON							
ITEM: dragon shield (2) Dragon type							
MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD	
143	0	138	80	55	405	132	

LOCATIONS	Ch 5 Yggdrasil
ACTIONS	attack (1 person/damage), Poison Breath (all/poison), calls for backup (summons Podokesaurus)
EFFECTIVE	Zap, Kamikaze, Ice
SOME. EFF.	INEFF.
Bang	Poof, Snooze, Fizzle, Drain Magic

128 WHIRLY GIRLY							
ITEM: hunter's bow (4)							
MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD	
80	80	152	55	78	403	128	

LOCATIONS	Ch 5 Yggdrasil
ACTIONS	attack (1 person/damage), Swoosh (spell/all/Woosh), Kaswoosh (spell/all/Woosh)
EFFECTIVE	Kamikaze, Snooze, Ice
SOME. EFF.	INEFF.
Frizz, Sizz, Woosh, Flame, Magic Burst, Sap, Dazzle, Drain Magic	Poof, Fuddle

129 BONE BARON							
ITEM: seed of life (3)							
MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD	
148	14	127	95	65	543	139	

LOCATIONS	Ch 5 Stairway to Zenithia
ACTIONS	attack (1 person/damage), Thwack (spell/all/death), calls for backup (summons Lost Soul)
EFFECTIVE	Bang, Kamikaze, Sap, Ice
SOME. EFF.	INEFF.
Frizz, Woosh, Whack, Pool, Snooze, Dazzle, Drain Magic	Crack, Snowstorm, Fuddle

130 DROOLING GHOUl							
ITEM: zombie mail (3)							
MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD	
184	0	155	35	68	448	63	

LOCATIONS	Ch 5 Stairway to Zenithia, Doorway to Nadiria, Castle Nadiria, Fungo
ACTIONS	attack (1 person/damage), Paralysis attack (1 person/damage + Paralysis), replicates itself (creates Drooling Ghoul)
EFFECTIVE	Frizz, Zap, Kamikaze, Sap, Ice
SOME. EFF.	INEFF.
Whack, Fuddle, Dazzle	Fizzle, Drain Magic

131 TEAKY MASK							
ITEM: iron mask (4)							
MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD	
160	0	142	80	75	486	52	

Note: The teaky mask can summon up to six teaky masks when it calls for backup.

LOCATIONS	Ch 5 Stairway to Zenithia, Heaven's Haven area, Castle Nadiria
ACTIONS	attack (1 person/damage), calls for backup (summons 1 or more teaky masks), blown away (all/sacrifices self to damage all)
EFFECTIVE	All but Whack, Poof, Snooze, Fuddle, Dazzle, Fizzle, Drain Magic
SOME. EFF.	INEFF.
Whack, Poof, Snooze	Fizzle, Drain Magic

132 PICKEERER							
ITEM: prayer ring (2)							
MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD	
140	0	162	130	70	573	172	

LOCATIONS	Ch 5 Stairway to Zenithia, Doorway to Nadiria, Nadiria Watchtower, Fungo
ACTIONS	attack (1 person/damage), Paralysis attack (1 person/damage + Paralysis), defend (self/damage reduced by half)
EFFECTIVE	Woosh, Kamikaze, Ice
SOME. EFF.	INEFF.
Whack, Poof, Sap	Zap, Fuddle, Dazzle, Fizzle, Drain Magic

133 PIT VIPER							
ITEM: moonwort bulb (4)							
MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD	
200	0	147	80	60	563	85	

LOCATIONS	Ch 5 Stairway to Zenithia
ACTIONS	attack (1 person/damage), Paralysis
EFFECTIVE	Frizz, Sizz, Crack, Woosh, Flame, Snowstorm, Magic Burst, Snooze, Dazzle, Fizzle, Drain Magic
SOME. EFF.	INEFF.
None	

134 DAMSELFLY							
ITEM: seed of magic (3) Dragon type							
MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD	
123	5	127	145	110	815	380	

LOCATIONS	Ch 5 Stairway to Zenithia, Doorway to Nadiria
ACTIONS	attack (1 person/damage), Fuddle (spell/all/confuse), Sweet Breath (all/sleep), Weird Dance (1 person/decreases MP)
EFFECTIVE	Bang, Kamikaze, Ice
SOME. EFF.	INEFF.
Frizz, Sizz, Crack, Woosh, Flame, Snowstorm, Magic Burst, Snooze, Dazzle, Fizzle, Drain Magic	Poof, Fuddle

135 ABULLDDON

ITEM: dragon mail (2)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
250	24	178	182	88	670	205

LOCATIONS

Ch 5 Stairway to Zenithia, Doorway to Nadiria, Nadiria Watchtower, Funegeon

ACTIONS

attack (1 person/damage), Kacrackle (spell/all/Crack), Kazing (spell/1 enemy/revive)

EFFECTIVE

kamikaze, ice

SOME. EFF.

INEFF.

Bang, Crack, Zap, snowstorm, Pool, Sap, Snooze, Dazzle, Fizzle

Frizz, Whack, Fuddle, Drain Magic

136 HOT DOG

ITEM: seed of life (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
185	0	170	90	61	515	205

LOCATIONS

Ch 5 Stairway to Zenithia

ACTIONS

attack (1 person/damage), hot gas (all/flame)

EFFECTIVE

Crack, Zap, snowstorm, kamikaze, ice

SOME. EFF.

INEFF.

Bang, Snooze, Frizz, Sizz, flame, Magic Burst, Fuddle

Poof, Fizzle, Drain Magic

137 BEELZEBUZZ

ITEM: double-edged sword (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
250	23	8	0	68	570	123

Note: If you do not take them out quickly, one beelzebuzz can sacrifice itself to bring back the rest of the group.

LOCATIONS

Ch 5 Stairway to Zenithia, Doorway to Nadiria

ACTIONS

desperate attack (1 person/big damage), Kerplunk (spell/1 or more enemies/sacrifices self to bring other enemy or enemies back)

EFFECTIVE

All but Whack, Poof, Snooze, Fuddle, Dazzle, Fizzle, Drain Magic

SOME. EFF.

INEFF.

Dazzle

Whack, Poof, Snooze, Fuddle, Fizzle, Drain Magic

138 FLOAT-O-COPIER

ITEM: Ra's mirror (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
153	105	104	122	120	582	316

Note: These guys cast Morph and change into one of your party members. When this occurs, they obtain that person's abilities.

LOCATIONS

Ch 5 Diabolic Hall, Heaven's Haven area, Castle Nadiria, Funegeon

ACTIONS

Morph (spell/sell/changes into one of party members)

EFFECTIVE

ice

SOME. EFF.

INEFF.

None

Poof, Fizzle, Drain Magic

139 TERRACOTTA WARRIOR

Note: With its Thwack spell, this monster can kill off multiple party members with one cast.

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
400	∞	142	140	120	693	15

ITEM: seed of life (3)

LOCATIONS

Ch 5 Castle Nadiria

attack (1 person/damage), Thwack (spell/all/Crack), Kasnooze (spell/1 person/sleep)

EFFECTIVE

kamikaze, ice

SOME. EFF.

INEFF.

All but kamikaze, Sap, Snooze, Fuddle, Ice, Dazzle



143 WILDER BEAST

ITEM: seed of agility (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
178	0	125	78	54	480	81

LOCATIONS

Ch 5 Stairway to Zenithia

attack (1 person/damage), desperate attack (1 person/big damage)

Woosh, Zap, kamikaze, ice

SOME. EFF.

INEFF.

Frizz, Dazzle

Poof, Fizzle, Drain Magic



144 VIS MAGER

ITEM: shimmering dress (2)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
900	∞	182	160	220	1232	112

LOCATIONS

Ch 5 Doorway to Nadiria, Castle Nadiria, Funegeon

attack (1 person/damage), Katrizzle (spell/1 person/Frizz), Kaboom (spell/all/Bang), Buff (spell/1 enemy/increase defense), Snub (spell/self/protects against magic), Disruptive Wave (spell/all/beneficial spells are removed)

All but Whack, Poof, Snooze, Fuddle, Dazzle, Fizzle, Drain Magic

SOME. EFF.

INEFF.

None

Whack, Poof, Snooze, Fuddle, Dazzle, Fizzle, Drain Magic

141 RED DRAGON

ITEM: seed of resilience (4) Dragon type

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
167	28	183	90	78	603	216

LOCATIONS

Ch 5 Doorway to Nadiria, Nadiria Watchtower

attack (1 person/damage), Kaswoosh (spell/all/Woosh), Dazzle (spell/all/decreases accuracy), hot gas (all/flame)

EFFECTIVE

kamikaze, ice

SOME. EFF.

INEFF.

Frizz, Woosh, Sizz, flame, Magic Burst, Whack, Poof, Fizzle, Drain Magic

Snooze



145 PRINCE OF DARKNESS

ITEM: staff of antimagic (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
200	38	172	95	70	684	226

LOCATIONS

Ch 5 Heaven's Haven area, Castle Nadiria, Funegeon

attack (1 person/damage), Kafrizzle (spell/1 person/Frizz), Kasizzle (spell/all/Sizz), Whack (spell/1 person/death), Fizzle (spell/all/prevent from casting spells)

EFFECTIVE

ice

SOME. EFF.

INEFF.

All but Bang, Whack, Poof, Bang, Whack, Poof, Snooze, Fuddle, Dazzle, Drain Magic



142 SASQUASH

ITEM: Thalian staff (2)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
250	8	135	40	37	589	88

Note: After this monster takes so much damage, it gets serious. At this point, its stats and resistances change, plus it gains a few powerful spells.

LOCATIONS

Ch 5 Doorway to Nadiria, Nadiria Watchtower, Funegeon

attack (1 person/damage), weird dance (1 person/decreases MP), gets serious (gains new spells including Frizzle Kazzle Kacrackle Kaswoosh)

EFFECTIVE

Zap, Poof, Fuddle, ice

SOME. EFF.

INEFF.

None

kamikaze, Whack, Snooze, Fizzle, Drain Magic



146 DRAGOONER

ITEM: dragonsbane (3) Dragon type

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
300	35	175	90	75	740	169

LOCATIONS

Ch 5 Heaven's Haven area, Castle Nadiria, Funegeon

attack (1 person/damage), chilly breath (all/snowstorm), Sweet Breath (all/sleep)

Frizz, Sizz, Bang, Woosh, Zap, flame, Magic Burst, kamikaze, Sap, ice

SOME. EFF.

INEFF.

Crack, snowstorm, Whack, Fuddle

Poof, Snooze, Fizzle, Drain Magic

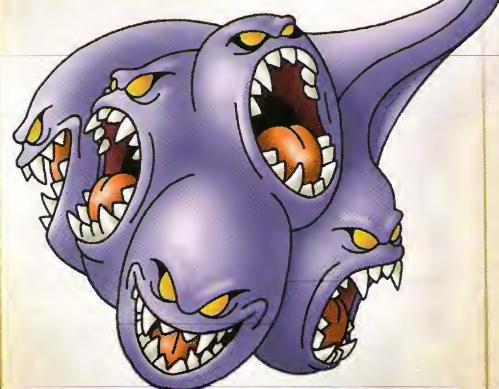


147	EMPEROR WYVERN					
ITEM: seed of agility (4)		Dragon type				
MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
400	0	195	90	87	786	254

LOCATIONS	Ch 5 Heaven's Haven area, Doorway to Nadiria, Castle Nadiria, Fungo
ACTIONS	attack (1 person/damage), calls for backup (summons pickpocket)
EFFECTIVE	Bang, Woosh, Zap, Ice
SOME. EFF.	INEFF.
SNOOZE, FUDGLE, DAZZLE	POOF, FIZZLE, DRAIN MAGIC

148 DEMONSPAWN						
ITEM: cloak of evasion (2)						
MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
180	28	135	170	80	588	247

LOCATIONS	Ch 5 Doorway to Nadiria, Nadiria Watchtower, Fungo
ACTIONS	paralysis attack (1 person/damage + paralysis), Kasnooze (spell/1 person/sleep), Fizzle (spell/all/prevent from casting spells), Snub (spell/self/protects against magic), intimidating scream (all/fear), calls for backup (summons demonspawn)
EFFECTIVE	Sizz, Crack, Woosh, Zap, Flame, snowstorm, Magic Burst, kamikaze, Sap, Ice, Dazzle
SOME. EFF.	INEFF.
POOF	Whack, Snooze, Fudgle, Fizzle, Drain Magic



149 NIGHT RIDER						
ITEM: double-edged sword (2)						
MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
300	0	200	170	71	1678	20

LOCATIONS	Ch 5 Heaven's Haven area, Castle Nadiria
ACTIONS	attack (1 person/damage), blistering flames (all/flame)
EFFECTIVE	Sap, Ice
SOME. EFF.	INEFF.
BANG, WOOSH, ZAP, POOF	FRIZZ, CRACK, SNOWSTORM, WHACK, SNOOZE, FUDGLE, FIZZLE, DRAIN MAGIC

150 NIGHT CLUBBER						
ITEM: oaken club (3)						
MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
330	0	18	43	22	1023	137

LOCATIONS	Ch 5 Doorway to Nadiria
ACTIONS	attack (1 person/damage), desperate attack (1 person/big damage)
EFFECTIVE	Ice, Fizzle
SOME. EFF.	INEFF.
WOOSH	KAMIKAZE, WHACK, POOF, SNOOZE, FUDGLE, DRAIN MAGIC

154 DEMON THUNDERER						
ITEM: seed of luck (3)						
MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
250	0	142	100	81	480	95

LOCATIONS	Ch 6 Funepon
ACTIONS	attack (1 person/damage), lightning (all/Bang), body-slam (1 person/big damage), dazzling (all/decreases accuracy)
EFFECTIVE	Frizz, Sizz, Bang, Flame, Manic Burst, Sap
SOME. EFF.	INEFF.
FRIZZ, SIZZ, BANG, FLAME, MAGIC BURST, SAP	ZAP, KAMIKAZE, FIZZLE, DRAIN MAGIC

151 KNIGHTSHADE						
ITEM: cauterity sword (3)						
MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
200	20	132	130	78	450	92

LOCATIONS	Ch 6 Funepon
ACTIONS	attack (1 person/damage), Fizzle (spell/all/prevent from casting spells), Harvest Moon (all/damage)
EFFECTIVE	Frizz, Woosh, Zap, Sap
SOME. EFF.	INEFF.
BANG, CRACK, DRAIN MAGIC	KAMIKAZE, WHACK, SNOOZE, FUDGLE, ICE

152 DECAYURION						
ITEM: zombie mail (4)						
MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
350	20	125	75	70	563	72

LOCATIONS	Ch 6 Funepon
ACTIONS	attack (1 person/damage), poison attack (1 person/damage + poison), sleep attack (1 person/damage + sleep), paralysis attack (1 person/damage + paralysis), Kasap (spell/all/decrease defense)
EFFECTIVE	Frizz, Sizz, Bang, Woosh, Zap, Flame, Magic Burst, Sap
SOME. EFF.	INEFF.
SNOWSTORM, WHACK, FUDGLE	CRACK, KAMIKAZE, SNOOZE, DRAIN MAGIC

153 BLOODY HAND						
ITEM: gold bracer (1)						
MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
185	50	125	60	112	347	50

LOCATIONS	Ch 6 Funepon
ACTIONS	attack (1 person/damage), Crack (spell/1 person/Crack), calls for backup (summons bloody hand or cerberuff)
EFFECTIVE	Frizz, Sizz, Bang, Crack, Woosh, Zap, Flame, snowstorm, Magic Burst, Sap, Dazzle
SOME. EFF.	INEFF.
POOF, FUDGLE	KAMIKAZE, WHACK, POOF, DRAIN MAGIC

155 DRAGUAR						
ITEM: seed of agility (2)						
MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
352	27	165	110	102	543	102

LOCATIONS	Ch 6 Funepon
ACTIONS	attack (1 person/damage), desperate attack (1 person/big damage), Swoosh (spell/all/Woosh)
EFFECTIVE	Frizz, Sizz, Crack, Zap, Flame, snowstorm, Magic Burst
SOME. EFF.	INEFF.
ICE, DAZZLE, FIZZLE, DRAIN MAGIC	KAMIKAZE, WHACK, POOF, SNOOZE

156 JUGGULAR						
ITEM: mighty armlet (2)						
MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
375	70	188	120	105	680	142

LOCATIONS	Ch 6 Funepon
ACTIONS	attack (1 person/damage), Boom (spell/all/Bang), Kasnooze (spell/1 person/sleep)
EFFECTIVE	Frizz, Sizz, Zap, Flame, snowstorm, Magic Burst
SOME. EFF.	INEFF.
ICE, DAZZLE, FIZZLE, DRAIN MAGIC	KAMIKAZE, WHACK, POOF, SNOOZE

157 CERBERUFF						
ITEM: musk (4)						
MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
300	0	175	130	123	435	85

LOCATIONS	Ch 6 Funepon
ACTIONS	attack (1 person/damage), multibite (all/damage)
EFFECTIVE	Frizz, Sizz, Bang, Woosh, Zap, Flame, snowstorm, Magic Burst, Sap
SOME. EFF.	INEFF.
CRACK, WHACK, SNOOZE, DAZZLE	KAMIKAZE, POOF, FUDGLE, ICE, FIZZLE, DRAIN MAGIC

158 GNUCIFER



ITEM: death mask (2)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
380	50	180	135	83	685	121

LOCATIONS Ch 6 Funegeon

ACTIONS attack (1 person/damage), stomps with giant foot (1 person/damage), Boom (spell/all/Bang), Swoosh (spell/all/Woosh)

EFFECTIVE Frizz, Sizz, Bang, Crack, Zap, flame, snowstorm, Magic Burst, Sap

SOME. EFF.

INEFF.

Woosh, Whack, Snooze, Fuddle, Fizzle, Drain Magic

kamikazee, Poof

Fuddle, Fizzle, Drain Magic

kamikazee, Poof

159 DIV



ITEM: seed of agility (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
380	20	180	160	125	712	160

LOCATIONS Ch 6 Funegeon

ACTIONS attack (1 person/damage), Bounce (spell/self/reflects spells), Insulate (spell/all/enemies/reduce damage from ice attacks), Harvest Moon (all/damage)

EFFECTIVE Frizz, Sizz, Zap, flame, snowstorm, Magic Burst, Sap

SOME. EFF.

INEFF.

Crack, Whack, Fuddle, ice, Dazzle

kamikazee, Poof, Snooze, Drain Magic

160 PRISM PEACOCK



ITEM: seed of magic (2)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
456	120	200	150	85	885	155

LOCATIONS Ch 6 Funegeon

ACTIONS attack (1 person/damage), Kasizzle (spell/all/Sizz), blistering flames (all/flame)

EFFECTIVE Frizz, Crack, Woosh, Zap, flame, snowstorm, Magic Burst, Sap

SOME. EFF.

INEFF.

Sizz, Bang, Dazzle, Drain Magic

kamikazee, Whack, Poof, Snooze, Fuddle, ice

161 TESTUDOGRE



ITEM: Hela's armour (2)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
380	0	185	135	115	750	200

LOCATIONS Ch 6 Funegeon

ACTIONS attack (1 person/damage), defend (self/damage reduced by half), eerie light (1 person/sleep), chilly breath (all/snowstorm)

EFFECTIVE Frizz, Sizz, Bang, Zap

SOME. EFF.

INEFF.

Crack, ice

Woosh, kamikazee, Whack, Poof, Snooze, Fuddle, Fizzle, Drain Magic

ITEM: death mask (2)

162 DRAKULARD



ITEM: seed of life (3)

Dragon type

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
520	50	220	180	82	935	130

LOCATIONS Ch 6 Funegeon

ACTIONS attack (1 person/damage), Kaswoosh (spell/all/Woosh), stomp (all/Woosh), blistering flames (all/flame)

EFFECTIVE Frizz, Crack, Zap, snowstorm

SOME. EFF.

INEFF.

Bang, Woosh, Whack, Snooze, Fuddle, Dazzle, Fizzle, Drain Magic

kamikazee, Poof, ice

163 TOGRE



ITEM: spiked armour (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
440	65	203	135	102	625	142

Note: This guy can hit really hard—especially if it precedes its attack with Oomph.

LOCATIONS Ch 6 Funegeon

ACTIONS attack (1 person/damage), desperate attack (1 person/big damage), Zap (spell/1 person/Zap), Oomph (spell/1 enemy/attack power is doubled)

EFFECTIVE Frizz, Sizz, Bang, Zap, flame, snowstorm, Magic Burst

SOME. EFF.

INEFF.

Zap, ice, Dazzle, Drain Magic

kamikazee, Whack, Poof, Snooze, Fuddle

164 HIGH DJINKS



ITEM: boxer shorts (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
350	0	170	105	88	710	117

LOCATIONS Ch 6 Funegeon

ACTIONS attack (1 person/damage), launches attack (1 person/damage), smother (1 person/damage), wind sickle attack (1 person/Woosh)

EFFECTIVE Frizz, Sizz, Bang, Crack, Zap, flame, snowstorm, Magic Burst, Sap

SOME. EFF.

INEFF.

Woosh, Snooze, Fuddle, ice, Dazzle

kamikazee, Whack, Poof, Fizzle, Drain Magic

165 PERILWINKLE



ITEM: seed of wisdom (2)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
190	8	183	180	62	358	83

LOCATIONS Ch 6 Funegeon

ACTIONS attack (1 person/damage), defend (self/decrease damage taken), Fizzle (spell/all/prevent from casting spells), body-slam (1 person/big damage)

EFFECTIVE Sap

INEFF.

Frizz, Sizz, Bang, Crack, Woosh, Whack, Fuddle, ice

kamikazee, Poof

ITEM: death mask (2)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
520	50	220	180	82	935	130

LOCATIONS Ch 6 Funegeon

ACTIONS attack (1 person/damage), tidal wave (all/Woosh)

EFFECTIVE Frizz, Sizz, Bang, Crack, Woosh, Zap, flame, snowstorm, Magic Burst, Sap

SOME. EFF.

INEFF.

ice

kamikazee, Poof, Fizzle, Drain Magic

Drain Magic

kamikazee, Poof

166 SHELLIGATOR



ITEM: demon spear (2)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
170	0	185	140	106	415	77

LOCATIONS Ch 6 Funegeon

ACTIONS attack (1 person/damage), tidal wave (all/Woosh)

EFFECTIVE Frizz, Sizz, Bang, Crack, Woosh, Zap, flame, snowstorm, Magic Burst, Sap

SOME. EFF.

INEFF.

ice

kamikazee, Poof, Fizzle, Drain Magic

Drain Magic

kamikazee, Poof

167 CROAKED KING



ITEM: prayer ring (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
400	38	190	83	88	740	110

LOCATIONS Ch 6 Funegeon

ACTIONS attack (1 person/damage), Kasizzle (spell/all/Sizz), maelstrom (spell/all/Woosh), chilly breath (all/snowstorm)

EFFECTIVE Frizz, Sizz, Bang, Zap, Sap

SOME. EFF.

INEFF.

Woosh, Fuddle, Dazzle

kamikazee, Whack, Poof, Snooze, ice, Fizzle, Drain Magic

Drain Magic

kamikazee, Whack, Poof

168 SEASaur



ITEM: seed of strength (2)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
450	0	240	82	90	640	160

LOCATIONS Ch 6 Funegeon

ACTIONS attack (1 person/damage), blistering flames (all/flame), chilly breath (all/snowstorm)

EFFECTIVE Frizz, Sizz, Bang, Crack, Zap, Sap

SOME. EFF.

INEFF.

Fuddle, Dazzle

Woosh, kamikazee, Whack, Poof, Snooze, ice, Fizzle, Drain Magic

Drain Magic

kamikazee, Whack, Poof

169 PLATINUM KING JEWEL



ITEM: Kerplunk bracer (3) Metal type

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
200	100	210	800	255	85000	700

ITEM: death mask (2)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
200	100	210	800	255	85000	700

LOCATIONS Ch 6 Funegeon

Note: Its defense is a little lower than the other metal types, but it makes up for that with its HP. This guy is extremely tough to defeat without the added benefit of Metal Slash or the liquid metal sword.

EFFECTIVE Smothers (1 person/damage), Dazzle (spell/all/Woosh)

SOME. EFF.

INEFF.

Snooze

All but Snooze

170 CANNIBOX

ITEM: chain mail (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
100	0	140	55	62	150	25

LOCATIONS Ch 5 Parthenian Pantry, Auld Well bottom

ACTIONS attack (1 person/damage), desperate attack (1 person/big damage), Sweet Breath (all/sleep), intimidating scream (all/fear)

EFFECTIVE kamikaze, ice

SOME. EFF. Frizz, Whack, Snooze, Dazzle



171 MIMIC

Note: This monster disguises itself as a chest.

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
190	7	120	72	70	350	48

ITEM: dancer's costume (4)

LOCATIONS Ch 5 Colossus, Diabolic Hall, Estark's Crypt, Doorway to Nadiria, Funegeon

ACTIONS attack (1 person/damage), Frizzle (spell/1 person/Frizz), Whack (spell/1 person/death), Drain Magic (spell/1 person/decrease MP)

EFFECTIVE Zap, kamikaze, ice, Drain Magic

SOME. EFF. Frizz, Sizz, Crack, flame, snowstorm, Magic Burst, Whack, Poof, Snooze



172 PANDORA'S BOX

ITEM: pink leotard (1)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
800	10	240	200	131	1250	280

LOCATIONS Ch 6 Funegeon

ACTIONS attack (1 person/damage), desperate attack (1 person/big damage), Whack (spell/1 person/death), Drain Magic (spell/1 person/decrease MP), Sweet Breath (all/sleep)

EFFECTIVE Frizz, Bang, flame, snowstorm, Magic Burst

SOME. EFF. Crack, Zap, Sap, Fuddle, Dazzle



173 SCAREWELL

ITEM: ruby of protection (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
120	0	75	70	65	350	100

LOCATIONS Ch 5 Taborov village, Auld Well bottom

ACTIONS attack (1 person/damage), stone's throw (all/damage), intimidating scream (all/fear), dazzling attack (all/decreases accuracy)

EFFECTIVE Frizz, Sizz, Bang, Crack, Woosh, Zap, Flame, snowstorm, Magic Burst, Sap

SOME. EFF. Dazzle



174 WELL WISHER

ITEM: seed of strength (2)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
210	20	120	75	81	574	87

LOCATIONS Ch 5 Auld Well, Funegeon

ACTIONS attack (1 person/damage), Frizzle (spell/1 person/Frizz), Kasnooze (spell/1 person/sleep), Midheal (spell/1 self/HP recovery), stone's throw (all/damage), intimidating scream (all/fear)

EFFECTIVE Frizz, Sizz, Bang, Crack, Woosh, Zap, Sap

SOME. EFF. Drain Magic

INEFF. kamikaze, Whack, Poof, Snooze, Fuddle, ice, Dazzle



178 AXOLOTL

ITEM: cypress stick (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
84	6	73	40	25	113	60

LOCATIONS Ch 5 Zamoksva coast

ACTIONS attack (1 person/damage), Fuddle (spell/1 person/confuse)

EFFECTIVE Woosh, Zap, kamikaze, ice

SOME. EFF. Frizz, Sizz, flame, Magic Burst

INEFF. Poof, Snooze, Fuddle



175 MAN O' WAR

ITEM: moonwort bulb (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
40	0	35	15	20	35	12

LOCATIONS Ch 5 Porthtrunnel, Mintos, & Parthenia coast, Havre Léon coast

ACTIONS attack (1 person/damage), paralysis attack (1 person/damage + paralysis)

EFFECTIVE Bang, Crack, Woosh, Zap, snowstorm, kamikaze, Sap, ice

SOME. EFF. Snooze

INEFF. Poof, Fizzle, Drain Magic



180 BARRACUDA

ITEM: iron helmet (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
47	0	8	20	10	75	33

LOCATIONS Ch 5 Porthtrunnel, Mintos, & Parthenia coast, Havre Léon coast

ACTIONS attack (1 person/damage), desperate attack (1 person/big damage)

EFFECTIVE kamikaze, Fuddle, ice

SOME. EFF. Sizz, Woosh, flame, Magic Burst

INEFF. Poof, Sap, Fizzle, Drain Magic



176 GLUGWORM

ITEM: medicinal herb (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
90	0	65	30	41	84	29

LOCATIONS Ch 5 Zamoksva coast, King Minikin's Dominion coast, Riverton coast

ACTIONS attack (1 person/damage), calls for backup (summons glugworm)

EFFECTIVE Frizz, Sizz, Bang, Zap, flame, Magic Burst, kamikaze, Sap, ice, Dazzle

SOME. EFF. Whack

INEFF. Poof, Fizzle, Drain Magic



177 STRANGLER FISH

ITEM: chain sickle (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
55	3	58	30	50	80	43

LOCATIONS Ch 5 Havre Léon coast

ACTIONS attack (1 person/damage), Sap (spell/1 person/decrease defense), Kasap (spell/all/decrease defense)

EFFECTIVE Zap, kamikaze, Sap, ice

SOME. EFF. Whack, Snooze, Drain Magic

INEFF. Poof



181 PTERYGOTUS

ITEM: iron mask (2)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
44	6	62	115	40	95	25

LOCATIONS Ch 5 Havre Léon coast

ACTIONS attack (1 person/damage), Crack (spell/1 person/Crack), Heal (spell/1 enemy/HP recovery)

EFFECTIVE kamikaze, Sap, ice

SOME. EFF. Sizz, Bang, Flame, Magic Burst, Whack, Drain Magic

INEFF. Crack, snowstorm, Poof, Snooze





182 DEVILFISH

ITEM: hunter's bow (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
120	0	53	12	28	120	72

LOCATIONS	Ch 5 Havre Léon coast, Zamoksva coast
ACTIONS	attack (1 person/damage), cool breath (all/snowstorm)
EFFECTIVE	Sizz, Woosh, flame, Magic Burst, kamikaze, Sap, Fuddle, ice
SOME. EFF.	INEFF.
Whack, Dazzle	Frizz, Pool, Fizzle, Drain Magic

183 MANGLER FISH

ITEM: moonwort bulb (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
90	8	81	42	51	155	72

LOCATIONS	Ch 5 Zamoksva coast, King Minikin's Dominion coast, Riverton coast
ACTIONS	attack (1 person/damage), paralysis
EFFECTIVE	Sizz, Woosh, flame, Magic Burst, Dazzle, Sleep
SOME. EFF.	INEFF.
Frizz, Zap, Dazzle, Drain Magic	Bang, Whack, Pool, Snooze, Fuddle

184 MAULRUS

ITEM: icicle dirk (2)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
150	0	88	50	30	140	80

LOCATIONS	Ch 5 Zamoksva coast
ACTIONS	attack (1 person/damage)
EFFECTIVE	Frizz, Woosh, Zap, ice
SOME. EFF.	INEFF.

185 WOULNGASAURUS

ITEM: falcon knife earrings (1) Dragon type

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
48	0	42	33	28	65	38

LOCATIONS	Ch 5 Porthtrunnel, Mintos, and Parthenia coast
ACTIONS	attack (1 person/damage), fireball (all/flame)
EFFECTIVE	Crack, Woosh, Zap, snowstorm, kamikaze, ice
SOME. EFF.	INEFF.
Frizz, Sizz, Bang, flame, Magic Burst, Whack, Dazzle	Pool, Fizzle, Drain Magic

188 TERRORNODON

ITEM: seed of magic (3) Dragon type

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
105	7	115	105	60	187	70

LOCATIONS	Ch 5 King Minikin's Dominion coast, Riverton coast
ACTIONS	attack (1 person/damage), Whack (spell/1 person/death)
EFFECTIVE	Frizz, Woosh, Zap, kamikaze, Sap, ice
SOME. EFF.	INEFF.
Snooze, Fuddle, Dazzle	Crack, snowstorm, Pool

189 SPINCHILLA

ITEM: cloak of evasion (2)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
100	6	74	120	42	180	84

LOCATIONS	Ch 5 Zamoksva coast, Cascade Cave, Fungoone
ACTIONS	attack (1 person/damage), Crackle (spell/all/Crack)
EFFECTIVE	Zap, kamikaze, ice
SOME. EFF.	INEFF.
Sap, Snooze	Frizz, Sizz, Crack, flame, snowstorm, Magic Burst, Pool

190 PICUDA

ITEM: iron fan (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
120	10	88	77	47	165	68

LOCATIONS	Ch 5 King Minikin's Dominion coast, Riverton coast, Cascade Cave, Fungoone
ACTIONS	attack (1 person/damage), Frizzle (spell/1 person/Frizz), Kabuff (spell/group of enemies/increase defense)
EFFECTIVE	Bang, Zap, kamikaze, ice, Dazzle
SOME. EFF.	INEFF.
Frizz, Whack	Pool, Fizzle, Drain Magic



191 Dangler Fish

ITEM: magic water (3)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
35	7	39	30	25	48	30

LOCATIONS Ch 5 Porthtrunnel, Mintos, and Parthenia coast

ACTIONS attack (1 person/damage), Dazzle (spell/all/decreases accuracy)

EFFECTIVE Sizz, Zap, Flame, Magic Burst, kamikaze, San, ice

SOME. EFF. INEFF.

Woosh, Fuddle, Poof, Dazzle

192 OCTOPHANT

ITEM: seed of life (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
300	0	75	30	30	208	98

LOCATIONS Ch 5 King Minikin's Dominion coast, Riverton coast, Cascade Cave, Funneon

ACTIONS attack (1 person/damage)

EFFECTIVE Frizz, Sizz, Bang, Zap, Flame, Magic Burst, kamikaze, ice

SOME. EFF. INEFF.

Snooze, Dazzle, Whack, Poof, Fizzle, Drain Magic

193 INCINERAYTOR

ITEM: iron shield (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
98	0	110	70	62	221	100

LOCATIONS Ch 5 King Minikin's Dominion coast, Riverton coast, Cascade Cave, Funneon

ACTIONS attack (1 person/damage), Burning Breath (all/paralysis)

EFFECTIVE Frizz, Sizz, Flame, Magic Burst, kamikaze, Sap, Snooze, ice

SOME. EFF. INEFF.

Whack, Dazzle, Poof, Fizzle, Drain Magic

194 TUSKATEER

ITEM: chimæra wing (4)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
150	0	55	25	25	98	55

LOCATIONS Ch 5 Porthtrunnel, Mintos, and Parthenia coast, Havre Léon coast, Funneon

ACTIONS attack (1 person/damage), desperate attack (1 person/big damage)

EFFECTIVE Sizz, Zap, Flame, Magic Burst, kamikaze, Sap, ice

SOME. EFF. INEFF.

Whack, Snooze, Dazzle, Poof, Fizzle, Drain Magic

BOSSES

195 PSARO'S PAWN

Item: None (N/A)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
250	∞	52	36	16	73	60

LOCATIONS Ch 1 Loch Tur

ACTIONS attack (1 person/damage), Frizz (spell/1 person/Frizz), Sizz (spell/all/Sizz), fireball (all/Flame)

EFFECTIVE None

SOME. EFF. INEFF.

None

199 TRICKSY

Item: None (N/A)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
35	0	37	30	3	450	20

LOCATIONS Ch 5 Con Cave

ACTIONS attack (1 person/damage), musters its strength (self/following direct attack power is doubled), fireball (all/Flame)

EFFECTIVE Frizz, Sizz, Bang, Zap, Flame, Snooze

SOME. EFF. INEFF.

None

196 MASTER KUNG

Item: seed of life (8)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
40	8	28	28	60	138	60

LOCATIONS Ch 2 Taborov village

ACTIONS attack (1 person/damage), sleep attack (1 person/damage + sleep), Heal (spell/self/HP recovery)

EFFECTIVE Whack, Sap

SOME. EFF. INEFF.

Crack, Fizzle, Drain Magic

200 TIGERGRAM

Item: None (N/A)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
230	9	78	73	20	2000	350

LOCATIONS Ch 5 Pharos Beacon

ACTIONS attack (1 person/damage), Heal (spell/self/HP recovery), Intimidating scream (all/fear)

EFFECTIVE Frizz, Sizz, Bang, Woosh, Zap, Flame, ice

SOME. EFF. INEFF.

None

197 ABOMINABLE SHOWMAN

Item: None (N/A)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
55	∞	40	60	75	0	0

LOCATIONS Ch 2 Endor Castle colosseum

ACTIONS attack (1 person/damage), musters its strength (self/following attack power is doubled), fireball (all/Flame)

EFFECTIVE None

SOME. EFF. INEFF.

None

201 MARQUIS DE LÉON

Item: full plate armour (8)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
950	∞	123	80	18	5100	0

LOCATIONS Ch 5 Palais de Léon castle

ACTIONS attack (1 person/damage), Sizz (spell/all/Sizz), chilly breath (all/snowstorm)

EFFECTIVE Frizz, Sizz, Bang, Crack, Woosh, Zap, Flame, Sap

SOME. EFF. INEFF.

Dazzle, Kamikaze, Whack, Poof, Snooze, Fuddle, ice, Drain Magic

198 BALZACK

Item: None (N/A)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
300	∞	72	36	22	500	0

LOCATIONS Ch 4 Palais de Léon Castle

ACTIONS attack (1 person/damage), Sizz (spell/all/Sizz), Fullheal (spell/self/HP recovery), fireball (all/Flame)

EFFECTIVE ice, Fizzle

SOME. EFF. INEFF.

Woosh, Dazzle, Whack, Poof, Snooze, Drain Magic

202 BAALZACK

Item: None (N/A)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
500	∞	150	100	28	6500	0

LOCATIONS Ch 5 Zamoksva Castle

ACTIONS attack (1 person/damage), Crackle (spell/all/Crack), cool breath (all/Snowstorm)

EFFECTIVE Frizz, Sizz, Bang, Woosh, Zap, Flame

SOME. EFF. INEFF.

None

All but (Frizz, Sizz, Bang, Woosh, Zap, Flame)

203 SIR ROSEGARDIN

Item: sphere of silence (8)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
1200	0	175	155	77	6800	0

LOCATIONS Ch 5 Rosehill

ACTIONS attack (1 person/damage), sphere of silence (all/Fizzle), calls for backup (summons chillanodon)

EFFECTIVE Woosh, Zap, ice

SOME. EFF. INEFF.

Bang kamikaze, Whack, Poof, Snooze, Fuddle, Dazzle, Fizzle, Drain Magic



207 AAMON

Item: None (N/A)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
1800	∞	185	190	99	6300	0

LOCATIONS Ch 5 Den of Aamon

ACTIONS attack (1 person/damage), Frizz (spell/all/Frizz), Kacrackle (spell/all/Crack), Kaswoosh (spell/all/Woosh), Bounce (spell/self/reflects spells)

EFFECTIVE ice

SOME. EFF. INEFF.

Sizz, Woosh, Flame, Magic Burst, Sap Frizz, Bang, Crack, snowstorm, kamikaze, Whack, Poof, Snooze, Fuddle, Fizzle, Drain Magic



209 FOO YUNG

Item: seed of magic (8)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
2800	254	240	250	95	12000	850

LOCATIONS Ch 6 Fungeon

ACTIONS blazing fire (spell/all/Sizz), Fuddle Dance (spell/all/person/confuse), cold breath (all/snowstorm), disruptive wave (spell/all/beneficial spells are removed)

EFFECTIVE Frizz, Sizz, Bang, Zap

SOME. EFF. INEFF.

Flame, Sap, Snooze Woosh, kamikaze, Whack, Poof, Fuddle, ice, Dazzle, Fizzle, Drain Magic

210 CHOW MEIN

Item: seed of life (8)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
3200	254	318	200	195	9800	560

LOCATIONS Ch 6 Fungeon

ACTIONS toss boulder (all/damage), thrusts at enemy (1 person/damage), Cockspur Kick (all/damage), cloud of feathers (self/deflect all attacks), musters its strength (self/following direct attack power is doubled), body-slam (1 person/big damage)

EFFECTIVE Frizz, Sizz, Bang, Zap

SOME. EFF. INEFF.

Flame, Sap, Snooze Woosh, kamikaze, Whack, Poof, Fuddle, ice, Dazzle, Fizzle, Drain Magic

204 RASHAVERAK



Item: dragon shield (8)

Dragon type

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
450	0	183	150	60	1020	300

LOCATIONS Ch 5 Den of Rashaverak

ACTIONS attack (1 person/damage), calls for backup (summons Rashaverak), hot gas (all/flame)

EFFECTIVE Crack, Woosh, Zap, snowstorm, Sap, Ice

SOME. EFF. INEFF.

Sizz, flame, Snooze, Fuddle, Bang, kamikaze, Whack, Poof, Fizzle, Drain Magic

208 ESTARK

Item: None (N/A)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
2700	∞	210	140	63	15000	0

LOCATIONS Ch 5 Estark's Crypt

ACTIONS attack (1 person/damage), eerie light (all/damage), Disruptive Wave (spell/all/beneficial spells are removed), deep breath (self/following attack power is doubled), chilly breath (all/snowstorm)

EFFECTIVE Frizz, Sizz, Bang, Zap

SOME. EFF. INEFF.

Flame, Sap, Snooze Woosh, kamikaze, Whack, Poof, Fuddle, ice, Dazzle, Fizzle, Drain Magic

205 PRUSLAS



Item: oaken club (8)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
2300	8	280	40	5	4100	250

LOCATIONS Ch 5 Den of Pruslas

ACTIONS attack (1 person/damage), desperate attack (1 person/big damage), defend (self/damage reduced by half), Kasap (spell/all/decrease defense)

EFFECTIVE Frizz, Sizz, Bang, Crack, Woosh, Zap, Flame, snowstorm, Sap, Ice

SOME. EFF. INEFF.

None kamikaze, Whack, Poof, Snooze, Fuddle, Dazzle, Fizzle, Drain Magic

206 BARBATOS



Item: miracle sword (8)

MAX HP	MAX MP	ATTACK	DEFENSE	SPEED	EXP	GOLD
3300	∞	180	180	72	5500	0

LOCATIONS Ch 5 Den of Barbatos

ACTIONS attack (1 person/damage), Kaboom (spell/all/Bang), intimidating scream (all/tear), chilly breath (all/snowstorm), blistering flame (all/flame)

EFFECTIVE Woosh, Zap, ice

SOME. EFF. INEFF.

Frizz, Sizz, Bang, Flame, Fizzle, kamikaze, Whack, Poof, Snooze, Fuddle, Dazzle, Fizzle, Drain Magic



THE BIG BOOK OF BEASTS

A little ways into Chapter 5, you receive an item called The Big Book of Beasts. This book tracks all of the monsters you have found along the way. Each entry in the book shows the following:

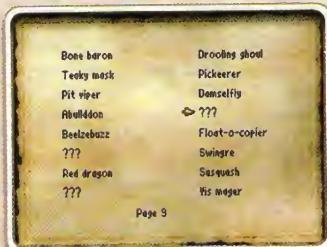
- (A) Monster number and name
- (B) Monster image. Press A or X to view one of the monster's actions.
- (C) Times you have defeated this enemy
- (D) Experience earned from defeating one of these monsters
- (E) Total experience earned from defeating this type of monster
- (F) Gold coins earned from defeating one of these monsters
- (G) Total gold coins earned from defeating this type of monster
- (H) How many items this type of monster has dropped or Torneko has stolen
- (I) Item that this monster drops or Torneko can steal
- (J) Level at which you first defeated this type of monster. This is the highest level of all of your party members, including the wagon.



The Big Book of Beasts can only be viewed on the World Map and you can't open it in towns or dungeons. The item will appear in the book after you receive an item from that monster or defeated 20 of them.

COMPLETING THE BIG BOOK OF BEASTS

Nearly all of the entries will get filled in as you progress through the story, but a few may still elude you. There are monsters that only appear at certain times and others that are rare. If you defeat each monster in the book at least once, you will receive a big reward.



You can often determine where to find a monster by looking at which monsters are around it in the book. Monsters that are found in the same location tend to be grouped together in the book. Otherwise, you can refer to the Bestiary section of this guide to find out a foe's location.

The bosses are listed starting from number 195, so these entries will fill in as you progress through the story—except for Sir Roseguardin. The other 194 monsters must be found on the world map, in the dungeons... Once you reach the location of a monster you need, use Torneko's Whistle or the Musk item to attract the foe.

Incinerator	???
Psero's Pawn	Mster Kong
Abominable Showman	Belzack
Tricky	Tigerron
Marquis de Léon	Belzack
Sir Roseguardin	Rashverok
Presles	Borbetas
Ramon	Estarck

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GET THEM WHILE YOU CAN!

There are three monsters that only appear at certain times in the game. The following table lists these monsters with the location and time to find them. Dirty dogu and wimp do not make an appearance in Chapter 5, so fight some before moving on. Take note that some monsters will appear in different locations during Chapter 5 than they did in the first four chapters. The Bestiary section in this guide shows where the monsters appear during the different chapters.

TOUGH TO FIND

There are monsters that do not appear very often or only appear in a small area, which makes them tougher to find. You may need to spend more time in the following locations to find the corresponding monsters.



MONSTER	WHEN AND WHERE
48 dirty dogu	Ch. 4, near Havre Léon
49 wimp	Ch. 4, near Havre Léon
203 Sir Roseguardin	Ch. 5, Rosehill (before defeating Psaro the Manslayer)

MONSTER	LOCATION
14 picksy	Ch. 1 & 5 Loch Tur (Night), Ch. 5 Lakanaba Area, Desert Bazaar area (Day)
36 killer gila	Ch. 2 & 5 Birdsong Tower 1-2F, Ch. 3 & 5 Goddess Cave B3-B4F
40 flying doctor	Ch. 2 & 5 Birdsong Tower 3-4F (may also be summoned by dragon pup)
66 bodkin fletcher	Ch. 5 Ballymoral area (Night), Lakanaba Area
67 Venus guytrap	Ch. 5 Desert Bazaar area
69 sweaty yeti	Ch. 5 Desert Bazaar area
74 whizzard	Ch. 5 Parthenia area, Parthenian Pantry
90 rockbomb	Ch. 5 Dunplundrin area, Hermit's Hovel area, Canalot area
103 podokesaurus	Ch. 5 Briny Lair, The Colossus 4-5F (May also be summoned by green dragon or wyvern)
107 hellspawn	Ch. 5 Briny Lair, The Colossus 2-5F
111 medistime	Ch. 5 King Minikin's Dominion & Riverton Coast, Riverton area (Day)
129 bone baron	Ch. 5 Stairway to Zenithia 4-8F
133 pit viper	Ch. 5 Stairway to Zenithia 4-12F
136 hot dog	Ch. 5 Stairway to Zenithia 1-8F
143 wilder beast	Ch. 5 Stairway to Zenithia 1-8F
144 vis mager	Ch. 5 Doorway to Nadiria, Castle Nadiria, Fungeon B2F-1, B2F-3
149 night rider	Ch. 5 Heaven's Haven area, Castle Nadiria
151 knightshade	Ch. 5 Fungeon B3F, B6F-1
152 decayurion	Ch. 5 Fungeon B5F-3, B7F-2
167 croaked king	Ch. 5 Fungeon B6F-4
169 platinum king jewel	Ch. 5 Fungeon B6F-5, B8F-3
173 scarewell	Ch. 5 Taborov, bottom of well
177 strangler fish	Ch. 5 Havre Léon Coast
178 axolotl	Ch. 5 Zamoksva Coast
179 preying manta	Ch. 5 Porthtrunnel, Mintos, and Parthenia Coasts
181 pterygotus	Ch. 5 Havre Léon Coast
184 manirus	Ch. 5 Zamoksva Coast
185 woollungasaurus	Ch. 5 Porthtrunnel, Mintos, and Parthenia Coasts
188 terrornodon	Ch. 5 King Minikin's Dominion and Riverton Coast
191 dangler fish	Ch. 5 Porthtrunnel, Mintos, and Parthenia Coast

COLOR CHANGE

There are three monsters that change after taking a certain amount of damage. Winky has a complexion change, moosifer turns pale, and sasquash gets serious. Their stats and resistances change and they take different actions. The following shows the change in stats and their new resistances.

16 WINKY				
ATTACK	DEFENSE	SPEED	EXP	GOLD
28 > 3	32 > 15	20 > 10	27 > 35	40
EFFECTIVE		Frizz, Sizz, Bang, Crack, Woosh, Zap, Flame, snowstorm, Magic Burst, kamikaze, Sap, Fuddle, Paralysis, Dazzle		
SOME. EFF.		INEFF.		
None		Poof, Fizzle, Drain Magic		

118 MOOSIFER				
ATTACK	DEFENSE	SPEED	EXP	GOLD
123 > 90	98	78 > 10	387 > 550	122 > 205
EFFECTIVE		Frizz, Sizz, Bang, Crack, Woosh, Zap, Flame, snowstorm, Magic Burst, kamikaze, Sap, Paralysis		
SOME. EFF.		INEFF.		
None		Poof, Fizzle, Drain Magic		

142 SASQUASH				
ATTACK	DEFENSE	SPEED	EXP	GOLD
135 > 120	40 > 90	37 > 62	589 > 1033	99
EFFECTIVE		Zap, kamikaze, Sap, Snooze, Paralysis, Dazzle		
SOME. EFF.		INEFF.		
Frizz, Sizz, Bang, Flame, Magic Burst, Whack		Poof, Fuddle		

Secrets

After defeating the final boss and completing the game, start your saved game and head to El Dorado. Talk to the elves to learn about the Yggdrasil flower that has the power to restore life. One elf says, "When you find a place changed, that may well be a sign that a flower has blossomed."



While traveling around, you soon notice that The Azimuth has changed. In one location, a hole has opened up on the northern altar. Drop into the hole to enter a very mysterious dungeon. This dungeon leads you down through a wide variety of levels. Refer to the maps on the following pages to find all of the chests.



Dungeon

Suggested Level: 41		
Locked Doors		
None	None	Ultimate key x6



Item List

CONTAINER	ITEM	NOTE
	Strength ring	B2F-2; use raft to reach northwest chest.
	Yggdrasil leaf	B2F-2; use raft to go around path to northwest, then follow path to chest.
	Mini medal	B2F-2; use raft to reach chest to south.
	Pandora's box	B2F-2; use raft to reach chest to southeast.
	Mini medal	B2F-3; follow path to northeast.
	Seed of agility	B3F; follow path to west, then south.
	Mini medal	B3F; follow path to east, then south.
	Mini medal	B5F-1; on the ground inside well east of inn.
	Seed of magic	B6F-1; use steps inside house with inn and look in northwest corner.
	Pandora's box	B6F-1; use steps inside house with inn and look in southeast corner.
	1200 gold coins	B6F-1; use steps in next area north of inn.
	Death mask	B6F-2; follow path to southeast corner.
	Elevating shoes	B7F-1; follow path to west, before going north.
	Seed of life	B7F-2; find chest in southeast corner.
	Cobra claw	B6F-3; take northeast steps on seventh level, then follow path around.
	Pandora's box	B8F-1; follow path around outside of floor to steps in southwest corner. Chest is in middle of floor.

CONTAINER	ITEM	NOTE
	Robe of serenity	B8F-1; follow hidden wall from pillar to pillar to the northwest corner.
	1600 gold coins	B8F-2; cast Safe Passage to reach this chest just south of Pinnacle Chapel.
	Mini medal	B8F-3; the mini medal is on the ground near gravestones.
	Angel leotard	B6F-4; take steps in northwest corner of B8F-3 and continue up another level.
	Boxer shorts	B7F-3; located inside dresser near tigergram in west area.
	Horse manure	B7F-3; break open clay jar next to stove.
	Demon spear	B7F-3; look inside dresser in east room with elf.
	Mini medal	B6F-4; search in the southwest corner of area.
	Kerplunk bracer	B6F-4; follow the path to the north around the water, then head east and finally south.
	Recovery ring	B7F-4; use the ladders to the west to reach the chest.
	Mimic	B7F-4; a mimic is pretending to be a chest on the far east side.
	Pandora's box	B7F-5; take steps up to first platform on west.
	Ruby of protection	B7F-5; go up the steps to the west, then proceed down to the east.
	Demon spear	B7F-5; chest rests on a platform just west of the exit door.

MONSTERS OF THE FIELD

CURESLIME

HP	EXP	GOLD	MAP SECTORS
60	68	43	--



DRAGOONER

HP	EXP	GOLD	MAP SECTORS
300	740	169	--



GNUCIFER

HP	EXP	GOLD	MAP SECTORS
360	685	121	--



SEASAUR

HP	EXP	GOLD	MAP SECTORS
450	640	150	--



TERMINONATATOR

HP	EXP	GOLD	MAP SECTORS
380	135	57	--



EMPEROR WYVERN

HP	EXP	GOLD	MAP SECTORS
400	786	254	--



DIV

HP	EXP	GOLD	MAP SECTOR
380	712	160	--



PLATINUM KING JEWEL

HP	EXP	GOLD	MAP SECTORS
200	65000	700	--



METAL KING SLIME

HP	EXP	GOLD	MAP SECTORS
7	30010	20	--



DEMONSPAWN

HP	EXP	GOLD	MAP SECTORS
180	586	247	--



PRISM PEACOCK

HP	EXP	GOLD	MAP SECTORS
456	885	155	--



MIMIC

HP	EXP	GOLD	MAP SECTORS
190	350	48	--



DROOLING GHOUl

HP	EXP	GOLD	MAP SECTORS
134	448	63	--



KNIGHTSHADE

HP	EXP	GOLD	MAP SECTORS
200	450	92	--



TESTUDOGRE

HP	EXP	GOLD	MAP SECTORS
360	750	200	--



PANDORA'S BOX

HP	EXP	GOLD	MAP SECTORS
900	1250	280	--



PICKEEER

HP	EXP	GOLD	MAP SECTORS
140	573	172	--



DECAYURION

HP	EXP	GOLD	MAP SECTORS
350	563	72	--



DRAKULARD

HP	EXP	GOLD	MAP SECTORS
520	935	130	--



WELL WISHER

HP	EXP	GOLD	MAP SECTORS
210	574	67	--



ABULLDDON

HP	EXP	GOLD	MAP SECTORS
250	670	205	--



BLOODY HAND

HP	EXP	GOLD	MAP SECTORS
185	347	50	--



TOGRE

HP	EXP	GOLD	MAP SECTORS
440	525	142	--



SPINCHILLA

HP	EXP	GOLD	MAP SECTORS
100	180	84	--



SASQUASH

HP	EXP	GOLD	MAP SECTORS
250	589	99	--



DRAGUAR

HP	EXP	GOLD	MAP SECTORS
352	543	102	--



PERILWINKLE

HP	EXP	GOLD	MAP SECTORS
190	356	83	--



OCTOPHANT

HP	EXP	GOLD	MAP SECTORS
300	208	98	--



VIS MAGER

HP	EXP	GOLD	MAP SECTORS
900	1232	112	--



JUGGLAR

HP	EXP	GOLD	MAP SECTORS
375	680	142	--



SHELLICATOR

HP	EXP	GOLD	MAP SECTORS
170	415	77	--



INCINERAYTOR

HP	EXP	GOLD	MAP SECTORS
98	221	100	--



PRINCE OF DARKNESS

HP	EXP	GOLD	MAP SECTORS
200	684	226	--



CERBERUFF

HP	EXP	GOLD	MAP SECTORS
300	435	95	--



CROAKED KING

HP	EXP	GOLD	MAP SECTORS
400	740	110	--



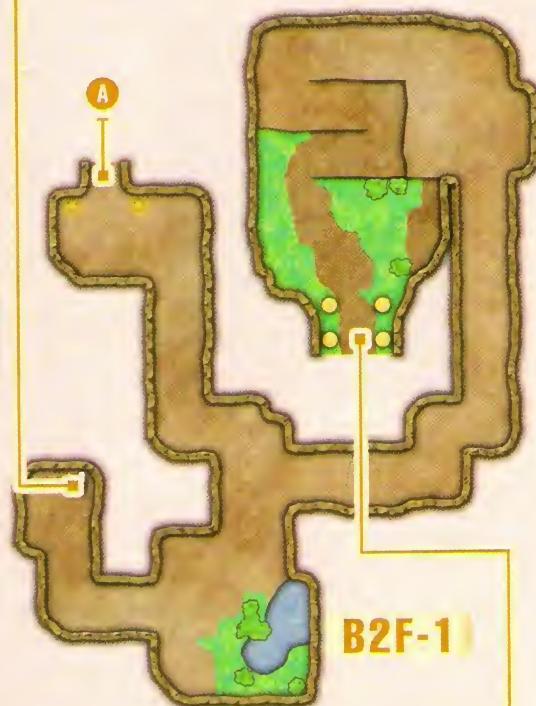
TUSKATEER

HP	EXP	GOLD	MAP SECTORS
150	98	55	--





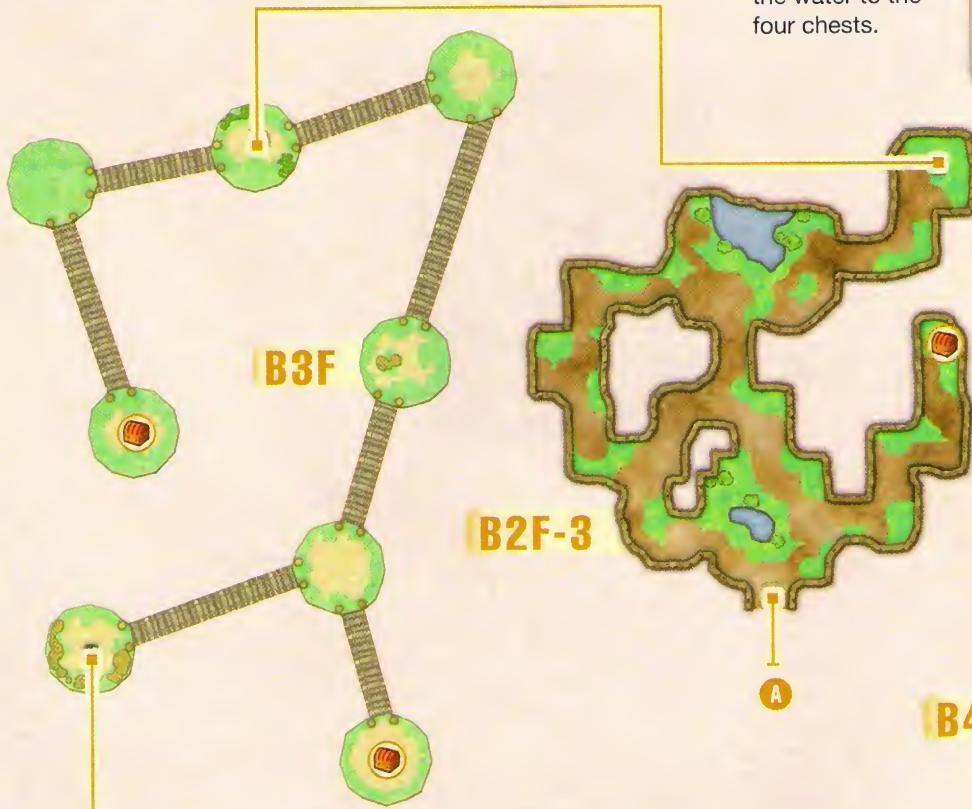

To The Azimuth



B2F-2

◆ DON'T MISS THESE CHESTS

In the third area, B2F-1, follow the right path first to find a raft. Use it to cross the water to the four chests.



B2F-3



B4F-1

SECRETS



B4F-2



B5F-1

B5F-3



B

BREAK TIME

Inside the second house, map B5F-2, there is a man standing next to the giant bed. Talk to him and he offers a night's rest for 10 gold coins per night per party member. Use this to restore your HP and MP.



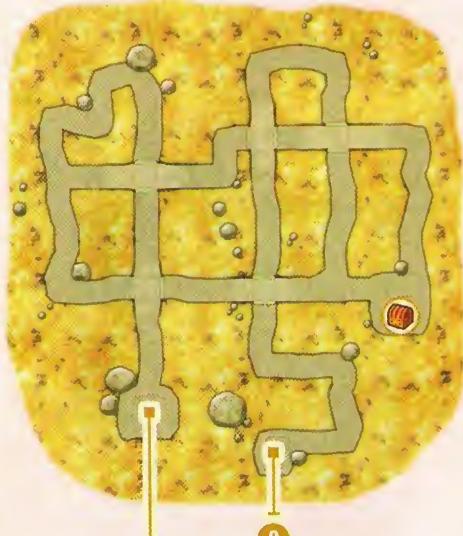
Before exiting this house, take the stairs in the northwest corner. In this lower level, there are two chests. Watch out: the one in the southeast corner is a Pandora's box.

B6F-1

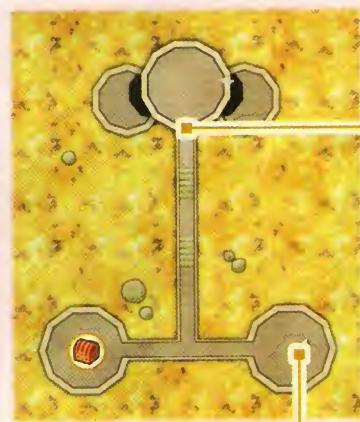


B5F-2

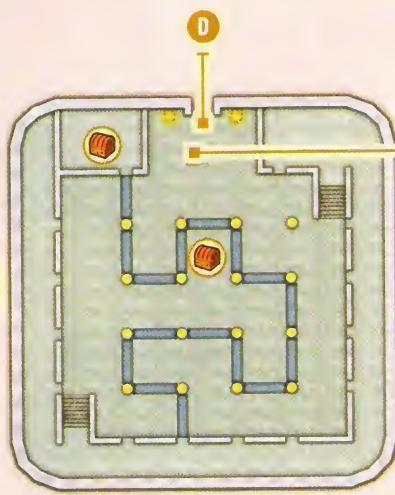




B6F-2

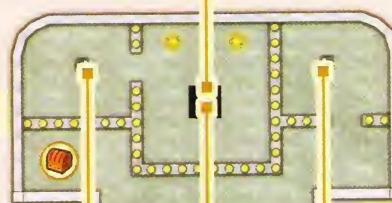


B7F-1

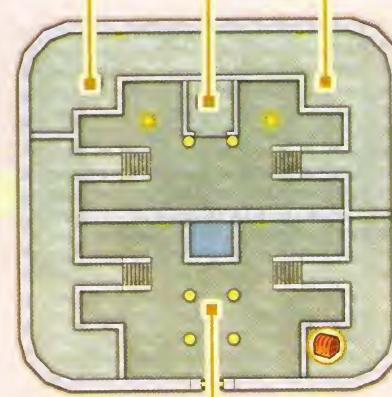


B8F-1

B6F-3



B7F-2



© HIDDEN PATH

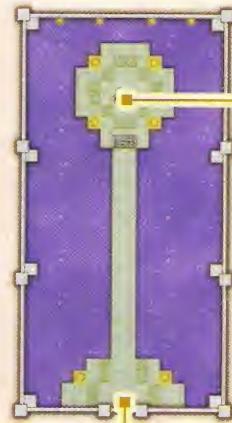
In B8F-1, the water between the pillars shows where you can walk along a hidden path above. Use the steps to walk around the outside of this area. At the far south side, face toward the second pillar from the left. Step out onto the hidden path and follow it up to the northwest corner to find a chest.





B8F-2

D



Church

B6F-4



E

CONFESSION

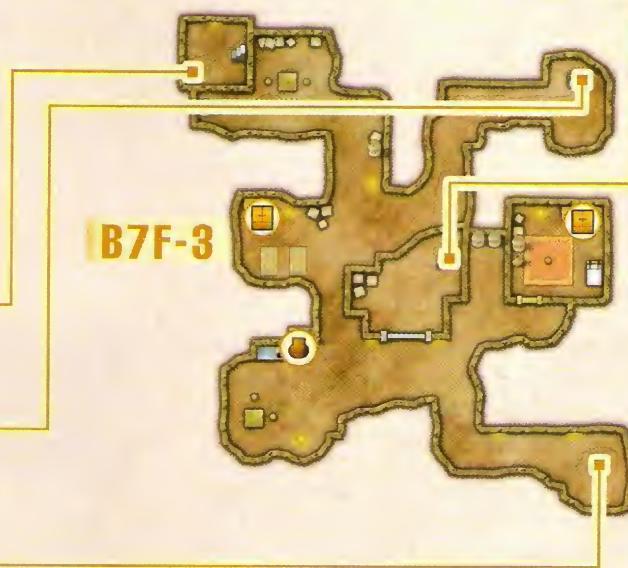
There are no monsters in B8F-2, but you can get hurt from the purple toxic sludge on the ground. Cast Safe Passage to reach the chest. Pinnacle Chapel stands in the northeast corner; use it to save your game. You are now able to Zoom to this location.



B8F-3

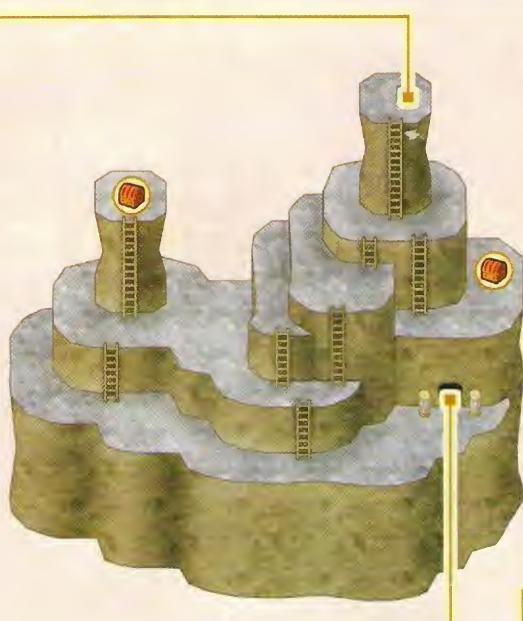


B7F-3

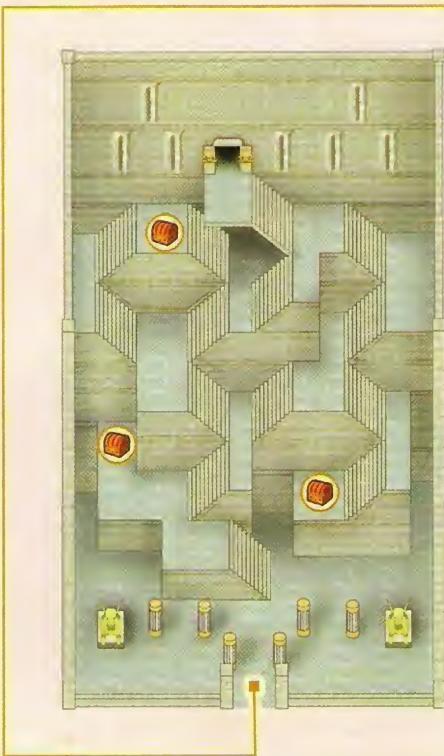




B6F-5



B7F-4



B7F-5



B7F-6

Exit to World Map



Foo Yung

HP	EXP	GOLD
2800	12000	850

At the end of the dungeon, Foo Yung and Chow Mein are arguing about whether the chicken or the egg is better. Behind them is a picture of a tree that hangs over lava. You can jump into the lava to be sent back to The Azimuth. To start the boss battle, walk up to Foo Yung and Chow Mein.

This duo has very high HP and MP, making this fight very tough. You have your party wagon, which allows you to use everyone for this fight. Hand out any Yggdrasil leaves you have to your party members. Give one of them the sage's stone, which gives your team another healing option.

Foo Yung serves as the support character, while Chow Mein is strong and quick. Foo Yung casts several different spells and can revive Chow Mein if he falls first. Foo

Yung utilizes a fire and an ice spell and also does a Fuddle Dance in an attempt to confuse your team. Occasionally, he casts Disruptive Wave that eliminates any magic cast on the party.

Chow Mein hits with several different physical attacks

and can attack multiple times per round. His Boulder Toss and Cockspur Kick hits everyone, resulting in big damage. He also occasionally sends out a cloud of feathers that deflects any attacks for the rest of that round. You can have Borya cast Accelerate on the team, so they can attack before the bosses.



As a reward for defeating them, Foo Yung and Chow Mein state that somewhere out there is a tree upon which a mysterious flower has just blossomed.

Chow Mein

HP	EXP	GOLD
3200	9800	560

Have Kiryl cast Kabuff on the party to reduce the damage taken from Chow Mein's attacks. Switch in Borya or Maya to cast Sap on each boss to lower their defence. Do this occasionally to make your attacks more effective and their attacks less so—especially after Foo Yung eliminates your Buff.



Concentrate all of your attacks on Foo Yung first—keeping a close eye on your health. Use Kiryl's Multiheal and the sage's stone to keep the party healthy. Use the Hero's Omniheal when health gets very low.

Continue to go after Foo Yung with big physical attacks and spells until he is eliminated. Kazap and Kaboom are good spells to use against both opponents.

Once Foo Yung is gone, this fight becomes much more manageable. Chow Mein can hit very hard, but as long as you keep everyone's health up, the fight isn't too bad. Use some big spells such as Gigasword and Kafrizzle on him. If your team is running low on MP, especially the hero, cast Sap on Chow Mein and hit him with big attacks until he has been defeated.

Reviving Rose



After defeating Foo Yung and Chow Mein, exit the dungeon and fly to El Forado. Climb the Yggdrasil tree to the very top to find the blossomea Yggdrasil flower and examine it.

Head over to Rosehill and use the flower in front of Rose's grave site. She is revived and says she wants to find Psaro the Manslayer's location. Rose wants to stop him from destroying everyone, so she joins the party. As you leave Rosehill, Sparkie runs off to tell the Zenithians about the Yggdrasil flower.

Go to Nadiria and make your way through the castle. Find Psaro the Manslayer in the same spot where you previously fought him and talk to him. He is set on destroying all of mankind, until Rose interrupts him. Ruby tears roll down her cheeks and reverse Psaro's evolution. He joins the party to go after the fiend that controlled the humans who tried to take Rose.

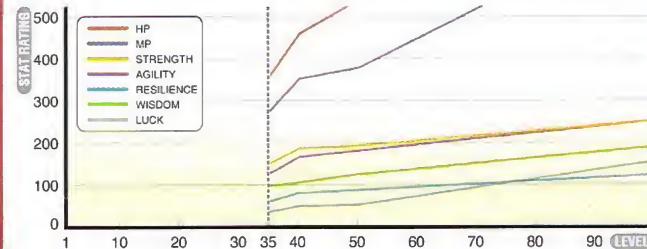


The hero's silver-haired antagonist. He is researching the Secret of Evolution, and his only connection to the human world is his love for Rose. He is more commonly known by his full title of Psaro the Manslayer.

Occupation: Master of Monsters **Gender:** Male

Initial Stats

ATTRIBUTE	RATING	ATTRIBUTE	RATING	ATTRIBUTE	RATING
Level	35	Strength	154	Luck	41
Exp	1156493	Agility	131	Attack	221
HP	359	Resilience	65	Defense	126
MP	276	Wisdom	102		



Psaro is a very strong and well-balanced character. He has the Dragon Slash ability that is very effective against dragon enemies and later he learns the Metal Slash, which makes defeating metal slime enemies easier. He has great agility and strength, along with huge attack and defense with the equipment he gets. He also has the ability to equip cursed equipment with no harmful effects.

Initial Equipment

CATEGORY	EQUIPMENT	CATEGORY	EQUIPMENT	CATEGORY	EQUIPMENT
Weapon	Falcon blade	Category	Shield	Category	Accessory
Armor	Zombie mail		Helm		--



SECRETS

Learned Magic

LEVEL	SPELL	FIELD/BATTLE	DESCRIPTION
Innate	Kacrackle	Battle	Skewers a group of enemies with a hail of sharp icicles.
Innate	Kaboom	Battle	Blasts all enemies with an incredibly violent explosion.
Innate	Kasap	Battle	Reduces the defence of a group of enemies.
Innate	Dragon Slash	Battle	An attack that pierces even dragon's scales.
Innate	Hatchet Man	Battle	An unpredictable attack that can land a critical hit.
Innate	Harvest Moon	Battle	Launch into a whirling attack against all enemies.
Innate	Kasnooze	Battle	Puts a single enemy to sleep...most of the time.
Innate	Fullheal	Field & Battle	Restores all HP to a single ally.
Innate	Multiheal	Field & Battle	Restores at least 75 HP to all party members.
Innate	Zoom	Field	Return instantly to various previously-visited locations.
Innate	Evac	Field	Exit instantly from dungeons, caves, and towers.
Innate	Safe Passage	Field	Allows party members to pass unscathed over harmful ground.
Innate	Holy Protection	Field	Generates a holy aura that keeps weaker monsters away.
36	Oomph	Battle	Doubles the attack power of a single party member.
38	Kazing	Field & Battle	Resurrects a fallen ally to full health.
40	Metal Slash	Battle	An attack that carves through even metal-bodied enemies.
42	Kathwack	Battle	A cursed incantation that sends all enemies to the hereafter.
44	Thin Air	Battle	Creates a vacuum-vortex that tears all enemies to shreds.
46	Disruptive Wave	Battle	Eliminates magical effects from all enemies.
49	Puff!	Battle	Transform into a fire-breathing dragon.
53	Lightning Storm	Battle	Strikes down all enemies with mighty thunderbolts.
60	Magic Burst	Battle	Unleashes all remaining magic power in a fearsome explosion.

Weapons

NAME	ATK	SPECIAL
 Cobra claw	+80	This claw's toxic talons may end up leaving its target poisoned.
 Dragonsbane	+90	This blade inflicts increased damage on dragons.
 Demon spear	+90	If aimed well, this spear can inflict a critical hit.
 Massacre sword	+120	This sword is cursed, but that doesn't bother Psaro.
 Liquid metal sword	+130	Inflicts greater-than-average damage on metal monsters.
 Pandemonic sword	+150	This sword replenishes its bearer's HP with each attack.

Armor

NAME	DEF	SPECIAL
 Leather armour	+12	--
 Chain mail	+18	--
 Bronze armour	+25	--
 Iron armour	+30	--
 Full plate armour	+35	--
 Dragon mail	+45	This armour will reduce damage from fire- and ice-based attacks.
 Zombie mail	+49	This armour is cursed, but that doesn't bother Psaro.
 Spiked armour	+50	Can cause damage to attacker.
 Hela's armour	+60	This armour is cursed, but that doesn't bother Psaro.
 Liquid metal armour	+95	Reduces damage caused by magic.
 Pandemonic armour	+100	Reduces damage caused by magic.

PSARO'S EQUIPMENT

Psaro can be equipped with each of the following pieces of equipment.

Weapons

NAME	ATK	SPECIAL
 Copper sword	+12	--
 Chain sickle	+20	--
 Iron lance	+28	--
 Iron claw	+38	--
 Steel broadsword	+40	--
 Cautery sword	+45	Casts fire spell when used during battle.
 Battle-axe	+50	--
 Fireclaw	+60	Casts fire spell when used during battle.
 Falcon blade	+67	Can strike twice in a single turn.
 Hela hammer	+70	Hard to aim, but this hammer really hurts when it connects. This hammer is cursed, but that doesn't bother Psaro.
 Icicle dirk	+75	Casts ice spell when used during battle.

Shields

NAME	DEF	SPECIAL
 Scale shield	+7	--
 Iron shield	+12	Reduce damage from fire- and ice-based attacks.
 Dragon shield	+30	Reduce damage from fire- and ice-based attacks.
 Mirror shield	+45	Reflects spell damage back at caster.
 Pandemonic shield	+55	Reduce damage from fire- and ice-based attacks.
 Liquid metal shield	+60	Envelopes user in purple mist, which protects him/her from magic spells.

Helm

NAME	DEF	SPECIAL
 Iron helmet	+16	--
 Iron mask	+25	--
 Pandemonic helm	+40	Protects against Snooze, Whack, and paralysis.
 Liquid metal helm	+50	Protects against Snooze, Fuddle, and paralysis.

Accessories

NAME	IMPACT	SPECIAL
Prayer ring	DEF +5	Recover some MP whenever it's used.
Ruby of protection	DEF +15	--
Recovery ring	DEF +15	Restore some of wearer's HP with every step.
Strength ring	STR +8	--
Mighty armlet	STR +25	--
Mercury's bandana	AGI +15	--
Meteorite bracer	AGI x2	--
Lucida shard	LCK +5	Removes Confuse from party member when used during battle.
Elevating shoes	LCK +50	Enhances experience with every step.
Gospel ring	LCK +50	Wards off all wandering monsters when worn.

FIGHT AAMON

Zoom to Diabolic Hall, where you will face the boss of Chapter 6. You are not able to take the wagon inside, so decide on a party before entering.

In addition to Psaro (the battle won't start without him), take the hero for his excellent Omniheal and strong attacks. As for the other two, take the two you are most comfortable with. Borya's Sap is good to reduce the boss' defense or Kiryl's Kabuff is good to increase yours. Maya's Kafrizzle is also very effective. Hand out any Yggdrasil leaves to your party and give one of your four party members sage's stone.

Head up to the throne room to find Aamon. Examine him to start the boss fight.



Aamon

HP	EXP	GOLD
N/A	N/A	N/A



Aamon has evolved to a similar form as Psaro the Manslayer, but is a different color. He transforms into four different forms throughout the battle.



All four forms of Aamon are high in HP and MP. In his first form, he attacks with his enormous fangs and casts Kafrizzle. Keep your party healed and slice him with your biggest attacks—conserving MP for his final form.

After defeating his first form, Aamon grows arms and appears similar to Psaro the Manslayer's sixth form. Now he stomps with his giant foot, casts Kaboom, and blows blistering flames at the entire party. Continue to attack and heal, while conserving as much MP as possible.



His third form resembles Psaro the Manslayer's final form. He causes huge damage to one party member when he slams him or her to the ground. He also spews blazing fire on the entire party and can also cast Disruptive Wave, which eliminates magic that has been cast on the party. If the hero has plenty of MP, use Gigasword to do big damage.



For his final form, Aamon changes to a bluish color. Now he has some particularly devastating attacks. He can still spew forth blazing fire and slam one person to the ground. He has two big attacks that can cause huge damage to all party members and his f-

frightfully cold breath causes around 200 points of damage to anyone who doesn't have ice resistance. Additionally, he has a desperate attack when he releases all his magic power at once. Be sure you keep your party's HP up, or else these attacks can wipe you out—especially since Aamon can attack twice in a turn. To make matters worse, he also has the ability to put someone into a deep sleep.

Use your big magic attacks such as Gigasword and Kafrizzle to take him down. Keep your health up with Omniheal, sage's stone, or Multiheal. Continue to attack Aamon with big attacks until he falls.



A HAPPY ENDING

After defeating Aamon, Psaro leaves and the party is automatically warped to Zenithia. Talk to everyone there and then leave the castle to complete the game. After the credits roll, save your game. When you restart your game, you are back in Endor and Psaro rejoins your party.



Psaro's Special Equipment



After defeating Foo Yung and Chow Mein, return to Pinnacle Chapel and fight back to the end of the dungeon. Now there is a picture of a soldier in armor over the lava instead of the tree seen earlier. Defeat the duo once again to receive an item from the soldier.

After returning to this spot and defeating Foo Yung and Chow Mein a total of six times, the soldier appears without clothes. Defeat the bosses in less than 10 rounds for the seventh time and the soldier leaves the picture. If you take more than 10 turns, they tell you to return later when you are stronger.

The soldier asks if there is a place he would enjoy living. Tell him about Hoffman's Place and he goes there and becomes a citizen. Find him in the back room of the castle—that is, if you have reached this point with your town. He is Old Man Psaro, but he calls himself Psaro, Queen of the Desert.



If you wish to fight Foo Yung and Chow Mein again, you must tell the soldier about your town. From now on, you don't receive any extra reward for defeating them, but you do still get the experience and gold. They will tell you how many turns it took to defeat them.

TIMES DEFEATED	ITEM RECEIVED
2nd	Pandemonic shield
3rd	Pandemonic sword
4th	Pandemonic armour
5th	Boxer shorts
6th	Yggdrasil leaf
7th	Citizen, Old Man Psaro

The following table shows what item you receive for each time you defeat Foo Yung and Chow Mein.

Completing The Big Book of Beasts



After defeating at least one of all 210 monsters in The Big Book of Beasts, you receive 300,000 casino tokens. Note that this means you must also defeat Foo Yung and Chow Mein.





DRAGON QUESTTM

IV

Chapters of the Chosen

OFFICIAL STRATEGY GUIDE

Written by Doug Walsh
with contributions from Michael Owen

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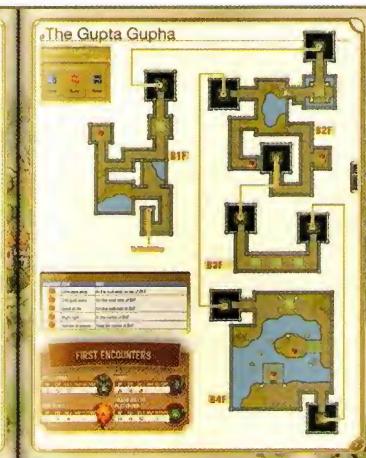
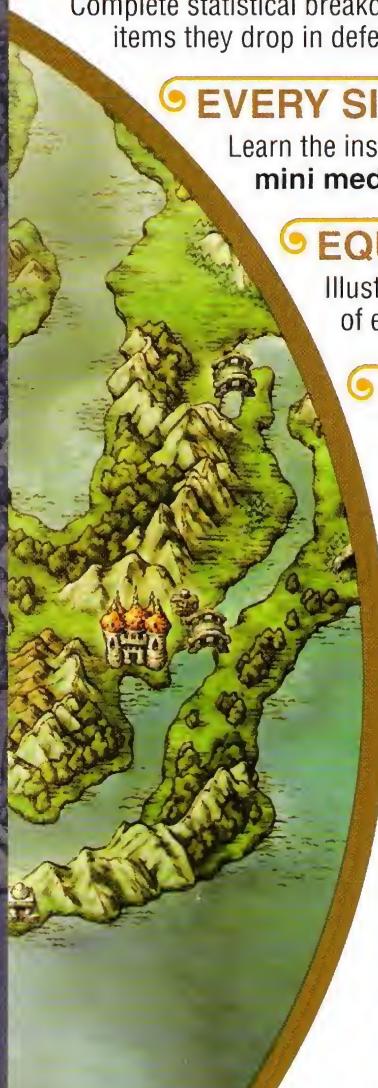
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